

**INDY 5: INDIANA JONES AND THE IRON PHOENIX**  
**DESIGN DOCUMENT**  
**10/6/93**

**STORY SUMMARY**

In 1947, Indiana Jones travels to Berlin, to restore damaged relics in the war-battered city. An urgent request from the Soviet sector interrupts his work. The Soviet Ministry of Culture needs help interpreting some ancient Hebrew artifacts. Indy intrigued by the clues the letter provides, but unwilling to subject his research to the Soviet bureaucracy, enters the Soviet sector on his own. Inside a monasteries ruined tower he finds a scroll. It is the legendary Key of Solomon. The scroll speaks of the Philosopher's Stone. The Philosopher's Stone, as described in the arcana of the medieval alchemists, can turn lead to gold and bring the dead to life. And the Key of Solomon tells exactly where to find it.

Indy is hot to pursue the Philosopher's Stone, but the Soviet Ministry's representative, dedicated communist Nadia Kirov, puts him under house arrest. Nadia is pursuing certain enemies of the state. She cannot risk the interference of an adventuresome archaeologist.

Indy, of course, escapes. He picks up the trail of the Stone, and soon discovers who Nadia is pursuing. A group of ex-Nazis is prowling the dark corners of postwar Europe, and they too seek the Stone. Nadia wants to destroy this remnant of Hitler's cult. She's an agent of the Soviet Secret Police, a professional Nazi hunter.

Indy is swept into the struggle between Nadia and her Nazi prey. Only sharp wits and quick fists keep him from being crushed between the two ruthless organizations. When the Nazis gain the upper hand, Indy and Nadia join forces. They race to South America, where a fugitive Nazi doctor intends to use the Philosopher's Stone to resurrect his evil lord, Adolph Hitler. Together Indy and Nadia fight against the return of Hitler and his Reich.

**STORY DETAIL**

Berlin 1947, Soviet Sector.

A twilight landscape of ruined buildings and rubble strewn streets. A raven caws and takes flight from a skeletal tree. It flies toward a ruined monastery tower. In the courtyard below, INDY searches for an entrance. After some near mishaps he finds a secret room and a hidden scroll. The sounds of Soviet sector patrol sirens approaching hastens Indy to exit the tower.

Outside Indy is met by Soviet police and NADIA KIROV, a Soviet woman in a severe grey suit. She has the police seize Indy and accuses him of being a Nazi fugitive. Indy protests and identifies himself. Nadia is astonished. She had sent Indy a letter inviting him to examine artifacts from this very monastery. Indy pulls a thick document from his jacket. You certainly did, in triplicate! Indy has no patience with bureaucracies and certainly not a Communist one!

The scroll appears to be the original Clavicula Salomonis or Key of Solomon the King, an ancient text attributed to the Biblical monarch. According to Talmudic legends, Solomon was a great alchemist and necromancer, and he set forth his alchemical secrets in the Clavicula. The scroll describes the legendary Philosopher's Stone.

According to the scroll, the Philosopher's Stone, a fusion of earthly elements and divine essence, can "raise all that is base." With a touch it can turn lead to gold, or give life to the inanimate. The Stone consists of three separate pieces, which must be joined to manifest their full power.

Nadia narrows her eyes. After some hesitation, she reveals that a thief was recently caught in this tower, evidently attempting to steal the scroll. Now the Soviets know exactly what the burglar was after. Nadia decides to incarcerate Indy with the captured thief.

In a makeshift jail Indy meets DUNKELVOLK, a giant, foggy-eyed man with terrible cranial scars. From behind the bars of a makeshift cell, Dunkelvolk mutters that his masters intend ultimate revenge on the victors of this war. Indy asks about the marginal scribbling on the scroll, and Dunkelvolk barks laughter. It is the key to the Key, Dunkelvolk says, the map to the Stone which turns lead to gold. The language "is de Groot's own, you fool." But he will reveal no more to his enemies! Dunkelvolk clams up.

Fortunately, Indy knows that De Groot is the original name of Albertus Magnus. Magnus, the Dominican friar of the 13th century who became Bishop of Regensburg, was the most famous alchemist of the time. According to legend, he possessed the Philosopher's Stone. Magnus' student, Thomas Aquinas, supposedly argued that

the Stone's powers were diabolical, and Magnus was convinced to destroy it.

Indy realizes that the scribbled script is Magnus' own stylization of medieval German, written in reverse. Now he can translate the text. It describes a decision to disperse the "triune parts of the single aspect, to be sent with our young friars to the far corners of the world, where they will be safe from minds no nobler than mine." Magnus' sketches of obscure alchemical symbols follow the text.

Indy, energized by his discovery, prepares to leave. He's identified the Clavicula for her, and now, as agreed, he'll take it away for further investigation. Who knows where it might lead? Nadia, alarmed, blocks his way. There are matters of great importance to the Soviet Union at stake here. The scroll must stay.

Indy protests. Didn't she promise to let Barnett research the scroll? For God's sake, it's the authentic Clavicula, it must be studied. But Nadia won't budge. An armed Soviet soldier escorts Indy out.

Indy, undeterred, climbs the tower wall and slips inside a window. He scoops up the scroll, but before he can make his getaway, Nadia catches him. So, the esteemed archaeologist is a thief! Indy is unashamed. The Clavicula was promised to Barnett. He's leaving, he says, scroll in hand.

He's staying, she says, gun in hand. Nadia takes back the scroll. She is pursuing certain enemies of the state, and cannot risk the interference of an adventuresome archaeologist. Indy will remain a guest in Soviet-controlled Berlin until these matters are resolved.

Indy is locked up with Dunkelvolk, and now the puzzling begins. Indy escapes, freeing Dunkelvolk in the process, and snatches the scroll. He steals a motorbike and races through checkpoints and bombed-out buildings into western Berlin. There he contacts Brody, who's at work on a restoration project. Brody, a closet alchemy buff, helps Indy decipher Magnus' symbology.

The alchemical symbols indicate three destinations for the three components of the Philosopher's Stone. In repentance for his sin, Magnus spent the last 20 years of his life hiding the pieces of the Stone in remote locations: a monastery on the west coast of Ireland; the Church of the Trinity in Kiev; and a Buddhist monastery in northern Tibet.

Specific locations! Brody's excited, but he cautions Indy against pursuing this lead. The Soviets are ruthless, he warns, and Indy had better keep his head down. But Indy's not worried. He's faced worse enemies. Besides that, Nadia owes him an apology, for breaking her promise. Indy heads off to collect the pieces of the Philosopher's Stone (which he may collect in any order).

#### KIEV

In Kiev, Indy makes it through customs. He travels to the Church of the Trinity where the church's caretaker, a bureaucratic babushka, gives Indy the cold shoulder. Indy manages to acquire the necessary paperwork to get him past this petty bureaucrat. She lets him explore the church site.

When Indy is deep in the catacombs under the church, a member of the Secret Police grabs him. Indy is dragged before Nadia, in a sterile office in downtown Kiev. Ivan throws Indy to the ground and proudly announces that he has the scroll that Indy had stolen. Nadia takes the scroll and Indy's travel visa. She is disgusted that he would be a friend to the Nazis. Indy is stunned. What Nazis? The war is over!

Nadia scornfully explains. Dunkelvolk belongs to a group of former Nazis. The Soviets believe that the group is led by Doctor MATTHIAS JÄGER. Jäger, the cruellest of Hitler's pseudoscientists, conducted fatal experiments on hundreds of Soviet civilians. Now, Jäger, for some unknown reason wants this sacred scroll that Indy stole.

Nadia is Secret Police, a Nazi hunter. She intends to use the Scroll to lure, trap, and destroy this remnant of Hitler's cult. Because Indy freed Dunkelvolk and took the scroll, Nadia can only assume he is in league with the Nazis.

Indy tries to sway her. He insists he hates the Nazis. He puts on the charm. He tells her she needs him, because only he knows why the Nazis want the scroll. Through it all Nadia remains impassive. Then, after a long, cold silence, and without explanation, she returns Indy's visa. "I have the scroll, and the scroll will lead me to Jager." she says. "I do not need an international incident. See to it that you are on tomorrow's train leaving Kiev." Indy is forced to leave, and Ivan returns to say that he is amazed at Nadia's change. Nadia assures him that they have what they wanted, the lure for the Nazis. Still, have him followed and make sure that the pesky American is on the morning train.

Indy returns to the church and he becomes acutely aware that he is being followed. Indy enters the catacombs past the Babushka, and he is now faced with an empty room with an unusual statue. Indy's hopes are raised when he reads the latin? around the statue base that proclaims that this is a statue of 'Albertus Magnus, praying for release from the demons he brought upon himself'. (if this is the first stone,) Indy has final proof that the scroll speaks the truth and that one of the pieces must be located nearby. First, Indy must lose that agent who is following him.

Indy leaves through a back exit from the catacombs, and we watch as the agent enters, finds that Indy is gone, and leaves to report the disappearance of Indy. Indy can now follow the agent back to the Party Headquarters, where he enters the back room (with a key) and takes out Nadia's phone number and calls to report Indy's disappearance. Indy watches the call from the doorway as the agent is obviously being berated by Nadia for his clumsiness. Indy can now pick up a bust of Stalin from the desk of one of the bureaucrats and as the agent leaves the room, Indy hits him over the head with the bust. Indy can now retrieve the phone number, and he can call Nadia up and pretend that he is the agent. Indy has a variety of dialog choices, but the final one that he has cornered Indy inside the Party Headquarters, and that Nadia should come right away.

Indy now leaves the Headquarters (he won't return since he will find a security car waiting there) and his only option is to cut back to Nadia's now empty office. Indy must break the side window (leaving a glass shard behind) and unlatch the window. He must now reach inside and recover the ancient scroll.

Indy returns to the church. At the statue of Magnus, Indy reads the scroll and finds a section referring to Magnus' journey. In it, Magnus recalls 'Three times each day, I pray that God will remove the burden of my sin from my shoulders.' Indy can now look at the statue and the Demon is now touchable. Indy simply tries picking up the Demon three times, and an entrance appears.

Indy penetrates the Monastery of the Caves below the Church of the Trinity, where the piece of the Stone is hidden. There, amid cobwebs, mummified monks, and numerous golden relics of the Orthodoxy, he uncovers an ancient drama. The abbot who once ruled here was entombed alive by his own subjects. According to one mutinous monk's journal, the abbot had to die, for turning the "Divine Object" to diabolical purpose. The abbot used the Object, not to elevate holy relics, but to line his pockets with gold. The monks sealed off the cave where he did his dirty work with the abbot inside. Indy must penetrate this cave to get to the piece of the Stone.

Indy finds the piece, and finds he has been followed. Nadia along with a pair of soviet guards appear, and threaten Indy at gunpoint. Nadia says that she regrets using force, but the needs of the state come before those of the individual. Indy runs as if to dive into the river that flows through the main cave hall, but at the last moment, he uses his whip on the bell tower and swings back knocking both guards into the river below. After a few short words with Nadia, Indy comments that he has a train to catch. Indy stops to close the statue door behind him, and he comments that the door should hold Nadia for a while. He makes it out of the USSR, piece of the Stone in hand, just before Nadia can alert customs.

#### AFTER THE FIRST PIECE IS RECOVERED

After the recovery of the first stone piece, Indy returns to Berlin to get research that Brody has been collecting on Magnus and the Philosopher stone. That done, Indy heads off down Berlin's dark streets, where Dunkelvolk confronts him beneath a streetlamp. Doctor Jäger has come here at great personal risk, to propose a deal. Jäger emerges in the shadows. He wants Indy's help in recovering the Philosopher's Stone intact, in exchange for a share of its power. Indy isn't interested. Jäger warns Indy that Nadia is dangerous, a tool of the ruthless Soviet state, and that Indy would do well to come under his protection. Indy still isn't interested. Very well, says Jäger, but you will regret this. He melts into the darkness.

#### IRELAND

In Ireland, Indy discovers that the remote, coastal monastery referred to by Magnus lies in ruins. There's no sign of a piece of the Stone. In a nearby village, Indy walks into a mystery. In the local pub, no one will speak to Indy with the exception of a lone older man in a corner booth. After offering to buy him a drink, the man in the booth introduces himself as Costello, and he begins to tell Indy about the disappearance of his close friend the constable. Two days ago, the constable had gone into the woods in order to gather evidence about a druidic cult that had been using ancient powers to control many of the farmers in the local area. After heading out at twilight two days before, he had not returned. Costello is sure there has been foul play, but he is unable to prove anything. He asks for your help in his quest for information. Indy convinced that this may be his only lead to the stone, sets out to find the missing constable.

Unfortunately, Costello's friend has met a gruesome demise (his torso is bludgeoned), but by scowering the woods, Indy finds some

clues. Eventually, Indy collects enough evidence to expose the real murderer, and after giving the information to Costello, Costello tells Indy to wait for him in the alley as he confronts the murderer. Costello accuses the murderer in the pub and declares that he will travel to Dublin to return with the proper authorities. Later, meeting Indy in the alleyway, Costello tells Indy the history of the secret cult which has controlled the village for the past 10 years, ever since the monastery burned. There are many stories about a tree by the cliffside where villagers will find pools of spilt blood in the mornings after their perverted midnight ceremonies. With that information, Costello heads off.

After returning to the cliffside, Indy finds the dolmen stone. At the dolmen, Indy witnesses a group of hooded Druids performing a secret ceremony. At the start of the ceremony, the druidic leader passes a torch over the roots of the tree that cover the stone and as if they were alive, the roots draw back. Two druids then raise the stone and the leader travels beneath the dolmen and returns with a bowl shaped stone filled with liquid. At the ritual's climax, the leader announces that they have a new initiate, a foreigner who has brought them a traitor. Dunkelvolk brings Costello forward as a gift to the cult members. Dunkelvolk holds Costello down on the dolmen stone while the Druid leader lifts a bowl shaped piece of the Philosopher's Stone. Pouring liquid from the bowl onto the wrists and ankles of the victim, the tree writhes and roots spring from the ground and bind Costello. Next, the leader cautions others among the druids of the punishment inflicted on any who cross paths with the cult. With that admonishment, the leader pours the remainder of the liquid onto the victims stomach, and a huge root springs from the earth and tears into Costello's struggling body. Indy, unable to save his friend, returns to town in order to plan the liberation of the stone from the evil druids.

Indy builds a torch from some cloth and some peat, along with a chain from the smithy, and he returns to the empty druid grounds. As he lifts the barrow stone, the Druids appear at his back, led by the Priestess. Indy has violated their sacred site! He must pay, just as the constable paid, with his death! Indy dives into the barrow cave and seals the entrance.

Soon Indy finds the piece of the Philosopher's Stone which has fueled the Druids' evil through the years. He escapes the barrow by climbing up the cliffside. But at the clifftop he finds Dunkelvolk, and a chase ensues.

After a brief chase by horseback, Indy clamors aboard a moving truck and from the tail-end, he begins pushing crates out onto the

roadside in an attempt to stop Dunkelvolk in his approaching Jeep. Indy finds a lug wrench and begins opening crates looking for some item that will help him with his struggle. This has no effect, and in desperation he throws the lug wrench at Dunkelvolk's jeep, and lo-and-behold, the jeep crashes to a stop.

#### TIBET

After securing a Sherpa guide to take him to the Monastery of the Butterflies, Indy arrives at the doorstep of one of the great towers where he is greeted by an elderly monk. After mentioning his quest for the stone piece, the monk welcomes Indy inside, offering him some hot tea to fight off the cold. After Indy drinks the tea, we cut to the monastery overview and watch as the fog lifts revealing five towers. The monk tells Indy that he must prove his worthiness to receive the burden of the stone, and then the monk quickly vanishes inside.

Indy finds himself alone inside the first tower with only a series of Tibetan prayer flags as a sign that the monks had been here. The prayer flags had been part of a large tapestry telling of the founder of the religious order who a millennium ago had received a series of visions. The first was a vision of the forming of the monastery. The second was about Albertus Magnus and his experiments with the Philosopher stone and how his student convinced him of the evil and how Magnus sent the three pieces to the corners of the known world. The next vision was the arrival of the stone at the monastery and of the Breaking of the Circle of Ouroboros (the monk caring for the Stone piece never dies.) This is seen as the ultimate sacrifice that a monk can make, but there is hope, since the final vision is of a mysterious traveler who arrives at the monastery, can prove that he is the true Re-former (reformer of the circle?) and restores the life circle to the monk. Unfortunately, this last vision is unknown to Indy, so he sets about solving the tests created by the monks in order to separate the true Re-former from mere men who desire the powers of the Stone to use for their own purposes.

The tests that Indy must pass are tests of his worthiness to possess the stone. The first tests his Greed. After passing through a room of Prayer Flags, Indy finds himself inside a room filled with valuable religious artifacts. If Indy takes any of these, when he arrives at the final test, he will have failed. If Indy passes through the room without taking any of the items, he is presented with the first Warrior. Entering a quiet room, Indy is all alone except for a suit of armor on the wall across from him. After walking forward, the armor comes alive, and Indy must fight. If Indy backs down, he will find himself outside of the monastery walls. In order to defeat the warrior, Indy must fight



until the warrior is standing upon a small rug, which Indy pulls out from under him. The warrior hits the ground and falls as separate pieces of armor. If Indy tries to pick up any of the pieces of armor, they disintegrate, but he can pick up the sword. The first test of strength is completed.

In the next tower, Indy again finds a room of prayer flags telling more of the history of the monastery. In the next room he faces a test that we haven't yet determined. After this test, Indy again faces a fierce warrior. In this battle, Indy must fight up to the second floor, swing across the room using a prayer flag, and finally use his whip on the floor support under the warrior, causing the flooring to collapse and the warrior vanishes as he falls (another option is to pull the prayer flag down upon the warrior, but after swinging at the warrior under the flag, there is only air.)

The next tower present more prayer flags and then the third and final warrior. The next test is both a test of wrath as well as humility. Indy, using the sword he acquires earlier, must face another fierce warrior. After many minutes of fighting, if Indy looses (backs down), he finds himself outside the monastery again. If he wins, eventually the warriors weapon breaks, and indy is still left with his fighting icons. If Indy selects any of the fighting choices, he will kill the warrior, but when he passes through the doorway, he finds himself outside of the monastery. Indy must instead present the warrior with his own sword, and the warrior will present indy with his shield, which is emblazoned with the seal of the ouroboros. Indy must use a prayer-flag upon the raised seal and create a rubbing of the seal and present it to the monk in order to pass the final test.

The player may now feel that he has passed the final test, but instead, we present him with a test of his willingness to possibly sacrifice himself for another. Indy is presented with a monastery room which is in flames. On one side, rests the stone piece. On the other is an old monk. Indy must decide to swing himself to the side of the old man and save him rather than pursuing his quest. If Indy selects the stone, he will fall to his death, and then reawaken outside the monastery.

Once Indy passes the earlier tests, he must now face the guardian of the Stone. This silent, ancient monk inhabits a tower labyrinth where his last hours of life are prolonged for years by the the Stone's energy. He ask for proof that Indy is the Re-former. As a final resort, Indy presents the fake tapestry showing the monk giving Indy the stone piece and fulfilling the stone's destiny. This is the solution to the age-old puzzle, and

this too had been predicted by the founding monk. The monk presents Indy with a duplicate piece.

The monk will warn Indy of the Stone's power. One piece can "raise" any mundane substance, whether base metal or dead flesh. The second has the power to animate the non-living. The final piece gives the power of eternal life. This power emanates from a heavenly essence, a divine entity, trapped within carefully balanced, earthly elements. If the Stone is misused, the entity will escape, with dire consequences. Great care must be taken to observe the proper rituals.

Indy now witness the death of the old monk through the use of Morph-O-Matic™ technology, the monk will transform through his various states (door-monk, dying monk, fierce warrior, etc.)

Indy, after receive the Tibet piece, finds him outside the monastery door alone with the Sherpa, and finding that there were no towers, and that the entire monastery has been illusionary. Still, somehow, he has the stone piece, so he travels on.

#### BACK TO BERLIN

When Indy returns to Berlin with the three pieces of the Stone in hand, he is introduced by Brody to his Welsh cousin (whom Indy quickly recognizes as Nadia). This time she will take no chances. Indy hands over the Stone at gunpoint. Nadia directs her comrades outside, to prepare the truck. When they have gone, she informs Indy that her comrades expect her to kill him. "Don't make me a liar, Indiana Jones," she says. "Stay out of this. Stay dead." She aims her pistol at the floor and fires. As she turns to leave, shouts and gunfire erupt from outside. Nadia dashes out. Indy follows, and encounters a horrifying scene. The twisted bodies of Soviet soldiers lie on the street. Dunkelvolk is performing the Coup de Grace with his pistol to a Soviet soldier. Nadia is nowhere to be seen. Dunkelvolk has arrived with a squad of assassins, and now he possesses the Stone. Dunkelvolk steps into his car and bullets riddle the wall by Indy as the car pulls away. (A second car without headlights may be visible following the first car as it leave sight). Indy tries to follow on a military motorcycle, but he doesn't have the keys. Indy goes inside and helps Brody out from under a desk. When Indy and Brody arrive outside, the trail is cold. Indy searches the body of a dead Nazi goon, and he finds keys and a newspaper clipping with the freighter 'Amazon Queen's departure from Hamburg circled. Consoling Brody and his future hassles with the local police, Indy hops on the motorcycle and speeds off towards Hamburg. (possible motorcycle/map of Germany scene)

## FREIGHTER

Indy's cycle pulls up to the dock at Hamburg. Indy smuggles himself on board by sneaking inside a coffin, using the paper-clip from the paperwork he needed in Kiev. Surprised to find that the coffin is filled with radio equipment, Indy dumps the radio into the water, and closes the coffin with himself inside. There is an audible click as the coffin locks itself.

After being loaded aboard, the ship sails, and when we next cut to Indy, we find him locked inside the coffin.... time passes...the ship sails... Nadia arrives in order to check her equipment. She is very upset to find Indy along. Nadia explains how she got aboard disguised as the widow of a wealthy plantation owner, and now her equipment is gone and she can no longer radio the Nazi's position. Indy replies that he was just following her orders to 'Stay Dead, and by the way, I'm famished.' Nadia is not one to cry over spilt milk, so she agrees to get him some food, but he must promise to lay low and not alert the Nazi's on board. They are still her only lead to Jäger. Nadia leaves, and Indy decides to explore around the cargo bays. Finding a fireaxe, Indy decides to see just what the Nazi's are so interested in transporting to South America. Inside crates labeled Machine Parts, and Tractor Parts, Indy instead finds mortar rounds, tank parts, and artillery shells. There is also a supply of Aviation Fuel stacked here in 55 gallon drums. When examining one of the shells, there is a commotion at the door, and Indy ducks out of the room, leaving the shell rolling around on top of a crate.

Indy returns to the Coffin room and Nadia arrives with some food. Indy is grateful, and exchange for her help, he tells Nadia about the load of munitions. She in return, explains that she had not been entirely open, and she gives Indy a Soviet Directive that tells of the theft of Hitler's remains. Indy puts two and two together and explains to Nadia about the powers of the stone. She is not swayed. Indy comments on her devotion to her hunt, and she tells Indy of her personal quest to hunt down Jäger in order to punish him for the crimes against her family and neighbors. Indy suggests that they may have goals in common and he offers to work together with her.

Upon this agreement, both Indy and Nadia notice that the ship has stopped (and begun swaying) Since Indy would be recognized as a stowaway, Nadia will go above and find out what is happening. When Nadia arrives topside, she recognizes the JU-52 seaplane alongside as being German and she turns only to find Dunkelvolk flanked by a Goon.

Dunkelvolk recognizes Nadia not only from the Berlin Jail, but also from their encounters in the Soviet Union Prison Camp. He recalls that Nadia was one of Jäger's favorites and that he was sure that Jäger would be happy to remake her acquaintance. He tells his goon to escort Nadia onto the Seaplane, but with a swift kick, the goon is incapacitated. (thrown overboard?) Dunkelvolk will have to escort her personally over to the waiting plane.

Indy, having watched from an air vent, uses the opportunity to sneak up to Dunkelvolk's cabin in order to recover the stone pieces. After busting through the air-vent and opening the crates where the stones are stored, Indy is met by an armed Dunkelvolk at the cabin door.

Dunkelvolk is surprised to find Indy here as well, but after sending the stone pieces along with a soldier over to the seaplane, he explains to Indy that the plane is refueling, and that he has 'just a few minutes to KILL' Dunkelvolk escorts Indy to the Engine Room (where the acoustics are more to his liking) and while Dunkelvolk beats Indy with his fists, we cut back to the munitions shell rocking back in forth to the same beat. After two or three cuts, Dunkelvolk announces that he is sorry that Indy's time is up, he pulls out his luger and points it at Indy's head. We cut to a close-up of Indy preparing for the shot, when BOOM, an explosion roars throughout the ship. 'Was ist los' exclaims Dunkelvolk, as Indy kicks his legs causing the luger to fall into a crevasse. Dunkelvolk announces that this is not a problem since he is also skilled killing with his hands, as he has proven many times before. A second explosion rips the ship (we may cut to the topside view of the explosion ripping through the superstructure, when we return, water is flowing onto the floor and steam and flames are also present), Dunkelvolk (unable to swim) states that he is sorry that he wanted Indy to die by his own hand, but instead, Indy will die along with this ship. 'Auf wiedersehen Herr Jones' Dunkelvolk leaves.

Indy is now alone, but he must first release himself from the handcuffs, and he must then make his way up out of the ship. Indy must also bust through the bulkhead door that Dunkelvolk has braced closed. Using his lighter, he starts a cutting torch, and after freeing himself, Indy places one of the tanks upon a work cart and smashing the end with a sledge, Indy sends the heavy torpedoe through the door. As Indy travels to the top deck, there should be scenes of the plane's engines starting, and Dunkelvolk (unable to swim) dropping a liferaft for his own purpose, and rowing across to the plane. Other shots may show the listing of the massive freighter

At the last possible moment, Indy emerges topside, dives into the water, and swims across to the seaplane and drags himself onto a pontoon. The motors roar and the seaplane leaves the water. The dying explosions of the ship fill the sky as the plane circles away.

#### SEAPLANE

As the seaplane heads over land, Indy kicks in the pilot's door. After a struggle which nearly crashes the plane, Indy takes the controls. He must fly through a dangerous pass in the Andes and land on the nearest body of water, a river in eastern Bolivia.

#### JUNGLE

We see a vista of the pristine South American Jungle. An airplane motor is heard. Soon the plane appears...it is flying wildly, out of control. The pilot tries to land on the river, but the plane slides sideways and comes to a stop on one wing, having broken off one of the pontoons.

Indy jumps from the plane and he is met by a hail of machinegun fire... Dunkelvolk and his men are shooting from the doorway. Indy scrambles towards a jungle trail and we watch as Dunkelvolk sends men into the jungle to find and kill indy. Dunkelvolk takes Nadia and the remaining Nazis a different path into the jungle.

Indy must defeat his pursuers by setting a series of quickly rigged traps. In one room, Indy can pull some vines and by pulling down a branch, he can build a trap. When Indy moves on, we watch as a Nazi enters, slashing the undergrowth with a machete. The Nazi will spring the trap and be pulled into the air, dropping his machete. Indy can now return and use the machete. The second trap is a pit trap with bamboo stakes at the bottom. Indy must cut the bamboo (native to south america?) into poles and stakes, Indy must also collect banana leaves to cover the trap. When the trap is set, Indy leaves, and this Nazi will fall into the pit. The final trap is a bed of quicksand. Indy will get caught in the sand, and he must use his whip on a tree in order to pull himself out. Indy's hat will fall down beside him, and Indy must place his hat back into the middle of the quicksand in order to set the next trap. After Indy leaves, the last Nazi will arrive and note that Indy must have perished. Indy immediately appears swinging on a vine and knocks the last Nazi into the waiting quicksand. On his return swing, Indy retrieves his hat and cat-like, he drops to the ground.

Cut-To: Nazi War Room. Jäger is sitting here behind his desk as Dunkelvolk enters. Jäger is obviously pleased that Dunkelvolk has arrived, and he comments that he had been worried when radio contact had been lost. Jäger asks if Dunkelvolk has the stones. Of course... And the plans on microfilm?... Of course...Great, then everything is going as planned...Dunkelvolk must regretfully disagree and he informs Jäger about the mishap at the freighter. Jäger is furious about the loss of the armaments. Dunkelvolk then fesses up to the fact that Indy is back in the jungle, but he is being hunted by Dunkelvolk's best men. This doesn't reassure Jäger, but as a final offering, Dunkelvolk has Nadia brought forward. Immediately Jäger's expression changes. Nadia brings back memories of the glorious days of the Reich and the power he had when he was commandant at the concentration camp. Jäger has plans for the woman and he doesn't let his anger at Dunkelvolk overtake him. Jäger bids... Leave us alone, and see to it that Dr. Jones is found and eliminated.

Indy finally makes it into a clearing, where he is confronted by the Nazi who fell into the pit. Apparently, the pit was not deadly enough, and the Nazi is here holding one of the stakes as a weapon. A fight ensues, but just when the Nazi has Indy in a life-or-death position, the assailant collapses to the ground. Upon examination, Indy finds that he has been hit with a blow-gun dart. Moments later, an Indian Shaman appears. He was hiding in the village by the clearing when Indy entered, but when he saw that Indy was also an enemy of the Nazi's, he decided to come to Indy's rescue.

(Shaman taught English by a Lutheran pastor? who was unfortunately killed by another village?)

Indy is grateful to the Shaman and he asks if he may repay his debt. The Shaman tells Indy that anyone who was willing to fight the one's that call themselves Na-Si has no debt to him...

The Shaman tells Indy of the plight of his people. That four years ago, the Jäger (Ya-Gur?) came to his village and met with him and the other tribal elders. At first the Nazis appeared friendly, and the villagers welcomed them. After a time, the villagers invited Jäger to join them in some of their rituals, including the ceremony of Atlan-Kai, the goddess of dreams. During the ceremony, the villagers drink an ancient mixture that puts them into a dream-like trance and allows them to perform great feats of strength and endurance. Jäger is fascinated by the drug and he asks for a small sample to study. Later in his lab, Jäger is able to duplicate the substance and increase its power. Jäger has been able to use the substance to capture the natives and enslave them

to work building a duplicate of Magnus' tower as well as working deep in the subterranean mines below an ancient temple.

The Shaman takes Indy to an overlook where Indy is able to see the work compound, reminiscent of the Nazi Death Camps during the war. A barb-wired fence surrounds a clearing that contains the partially completed duplicate of Magnus's tower as well as the remains of an ancient temple. Guard towers surround the compound and sounds of human suffering can be heard from the lookout.

Indy swears that he will find a way to end the injustice, but he tells the Shaman that he doesn't know how just one man can free all of the villagers. The Shaman tells Indy that he has been formulating a plan, and that Indy may be able to execute it.

After the ceremony of Atlan-Kai, the elders produce a second mixture that frees the will, but the great strength continues for hours afterwards. If Indy might help him create this mixture, Indy could mix it into the water supply and free all of the villagers at the same time. Happy to find an ally deep in the jungle, Indy agrees to help.

Indy begins to collect the items needed for the antidote, but he must also get into the Nazi compound in order to mix the ingredients and apply them...

Indy blows up an outbuilding filled with munitions. Under cover of smoke and fire, he penetrates the manor, where Nadia is held. While preparing to enter the lab, Indy stops suddenly and hides while the next door opens and Jäger and Nadia come out of the War Room. Jäger calls for Dunkelvolk who appears immediately. Jäger wants to know what is going on, and Dunkelvolk must admit that the only explanation is Jones. Jäger will not put up with any more mistakes. The time for the ritual approaches, and there are many preparations. Find this Jones and this time, deal with him personally. Jäger leaves with Nadia in tow heading out towards the tower!

Indy finishes the antidote, and pours the mixture into the water-tower that feeds both the mansion as well as the work camp. He returns to the village, bringing a sample of the antidote, and tells the Shaman of his success. He also tells the Shaman that he must get past the guards and inside the camp. The Shaman knows a way, but the way is difficult. First, Indy must find the stolen idols that open the ancient incan door in the jungle (The shaman has a wooden idol, and the gold one is inside the safe in the mansion, and the stone idol is in a display case in the mansion hallway). The door to the War Room was locked earlier, but when Jäger leaves, the door remains unlocked. Inside the War Room,

Indy reveals the secret timetable being used by the Nazi's. Indy is able to open the safe behind the portrait of Hitler and retrieve the final gold key. Indy also takes the roll of microfilm from here that he is only able to read by using the microscope in the lab. Indy is horrified to find that that Nazis not only plan on resurrecting Hitler, but they have plans to place atomic bombs in all of the worlds major cities and use them to enslave humanity. Indy must race to recapture the stone pieces before they are used in this obscene manner.

After Indy penetrates the ancient catacombs, we see a cut-scene of Dunkelvolk dragging the Shaman up to the temple entrance. Dunkelvolk drops the sagging Shaman at the entrance and Dunkelvolk follows Indy's trail inside. Indy must conquer the maze and also confront Dunkelvolk.....

Less than a mile from the manor, a medieval tower has been constructed in the wilds. The tower is a near identical copy of the monastery tower in Berlin. It stands on the demolished foundation of an ancient temple, an undiscovered sister to the ruin of Tiahuanaco. Now the temple serves as a source of stones for Jäger's tower. Nearby, villagers travel into the ancient mines and retrieve a black rock, PitchBlend, an unrefined uranium ore that Jager plans to refine using the Philosopher Stones.

Inside the tower's highest chamber, Jäger unrolls the Clavicula Salomonis, and opens the boxes containing the pieces of the Stone. He tells Nadia of his plans to resurrect Hitler. Nadia is shocked, but she does not believe that the Nazi's plans will work. Jager announces that she will play a special role in the resurrection. Jager states that it will be ironic that history will record that it was by the hand of a Russian woman that life was returned to the Fuhrer. Nadia says that she will have nothing to do with Jager's plans, but Jager insists that she will, and she will willingly. Jager calls for his guards to bring over a flask.

Through quick thinking, and quick reactions, Indy defeats Dunkelvolk, navigates the trap-ridden labyrinth, and enters the tower. There he frees Nadia from a locked cell?. She leads him to the high chamber, where, she claims, the Clavicula and the rest of the Stone lie unprotected. Indy enters and is promptly captured by Jäger's men. Nadia, under the influence of the mind-control powder, has betrayed him.

#### FINALE

Now, cackles Jäger, with the completed Stone, the Führer may be restored to the world. He sets the urn containing Hitler's ashes on a pedestal, and orders Nadia to join the pieces of the Stone.



Nadia can be the catalyst for a perfect resurrection. She obeys, ignoring Indy's protests. The Stone, whole at last, glows with a prismatic light, and the ashes in the urn skirl into the air. With a screaming crunch they fuse together to form a hunched skeleton. Muscles and veins well up along the bony, writhing form. Soon, a monstrous version of Adolph Hitler begins to resolve itself. Jäger's arm goes up. "Heil! Heil Hitler!"

Adolph Hitler rises, veiled by shadow but pulsing with unholy energy. With a slow, unearthly voice, he acknowledges his servants, and demands to see his army. Indy speaks up. Jäger has no army, no navy, no airforce, not even a single tank! Hitler is not amused. Why has Jäger brought him back to this godforsaken spot, with only a ragtag band of ex-soldiers and native slaves to fight for the Reich? Hitler steps forward and kills Jäger with a single blow: the ultimate punishment for failure.

Indy has a suggestion for the wrathful monster. Perhaps the Stone, which brought you here, might be of use? The revived Hitler turns his eyes to the Stone. Yes, perhaps this thing of power can be of use. He will raise an army of the undead to follow him! He lays his hands on the Stone, and a dark shadow rises. As Hitler's hand reaches out to the stone, a ray of light from the ending eclipse touches the stone and illuminates Hitler for the first time. With a hellish roar, Hitler and the entire room are sucked into the shadow's spiral darkness.

When the shadow lifts, Indy and Nadia stand alone in the clearing. Hitler, the Nazis, and the entire tower have been taken from this world. Indy gives Nadia the antidote to the mind-control drug. Her eyes clear, and she gasps in confusion. Indy slaps her gently to help her clear her head, and Nadia, still thinking that Jäger was still making advances towards her, slaps Indy back with all of her strength. Indy is a bit sore, but he explains what happened to Jäger and the stones. Nadia is unconvinced of their supernatural powers, but seeing the tower remains, she does believe Indy that Jäger is through. Though the Philosopher's Stone is lost to humanity, they have forever foiled the effort to revive the dark lord of the Nazis. Indy reflects on how they will get back to civilization.

## MAJOR CHARACTERS

### Indy

Somewhat weathered since Fate of Atlantis, and somewhat more willing to consider supernatural possibilities. Indy is more hardened towards the Nazis since his experiences during the war. Indy spent the war years working with resistance groups

at the leading edge of Hitler's military assault. This small team worked to save many objects d'art as well as antiquities from falling into the hand of the Reich. Many times, Indy left after the occupation, and saw first hand the atrocities of the Germans. Indy raids the Soviet research site because he doesn't want any artifacts to disappear into the Soviet Union.

#### Major Nadia Kirov

Thirty-two, born in Belorussia but every inch a Soviet. Lost her family to Jäger's monstrous experiments. Starts the game as a classic, suspicious, by-the-book communist; ends up a believer in the mystery of life; remains a passionate Nazi-hater throughout. She doesn't know it, but her desire to wipe out Naziism is an expression of Heaven's will.

#### Dunkelvolk

A muscled, ruthless, dead-eyed thug. Repeated treatments with the Bolivian mind-control drug have made Dunkelvolk a reliable servant, and quite strong. Dunkelvolk remains lucid and even quite sly, but his speech and manners are slow and crude.

#### Matthias Jäger

A cold, sinister man. As a "doctor" in Nazi Germany, Jäger became obsessed with the effort to reanimate dead tissue, to manufacture the life force. His hideous experiments on Soviets in concentration centers earned him the title "Monster of Minsk." At the close of World War II, he fled to South America. There he continues his work, using exotic native drugs and native slave labor. Jäger's dream of reanimating his beloved Führer led him onto the trail of the Philosopher's Stone.

### MINOR CHARACTERS

#### GERMANY

##### Marcus Brody

The same lovable Marcus we know from the movies. Indy may return to visit Marcus at times and get 'hints' on ways to proceed.

#### KIEV

##### Custom's official

Scrutinizes Indy's falsified documents, but can find no fault with them. He realizes that in the Soviet Bureaucracy, travel is valuable, so he guards his ink and stamps zealously

Ivan

Nadia's right-hand-goon. A stiff-backed Soviet. Not inclined to human emotion.

Kiev Church Caretaker Madam Babuskaya

Bureaucratic babushka with a hard line attitude towards paperwork. Keeps visitors to Church of Trinity in line.

Soviet Agent

Ordered to follow Indy and report back to Nadia if Indy does anything suspicious.

**IRELAND**

Constable

Never seen alive, this poor guy was looking into the druid doings.

Costello

Close friend of the constable in Ireland, later root-canaled. Costello was the Uncle of the abbot murdered by Collette Godsen.

Collette Godsen

Fell in love with Costello's nephew 10 years ago. When he refused to return her love, she murdered him and stole the stone piece from the Irish Church. Collette burned the church in order to hide her guilt. She is the leader of the cult that abuses the Irish Stone Piece.

**TIBET**

Tibetan Monk

The original head of the Tibetan monastery when the stone piece arrived in the 13th Century. He has been re-incarnating back into himself for 700 years. He appears to Indy as all of the different inhabitants of the monastery. He is waiting for the 'Restorer' who will rejoin the circle of Ouroborous so he may pass to nirvana.

Sherpa

Doesn't understand why the American wants to be taken to the old ruins, but he is happy to guide him.... for a price.

**FREIGHTER**

Hans and Fritz?

Dunkelvolk's ex-Nazi thug friends. Always wearing their signature trenchcoats. Hans takes a little swim care of Nadia.

## AMAZON

### Shaman

From Aymara tribe (??? -- research this to be sure of origin). His village was destroyed, his people were enslaved. Jäger uses them to build his infernal tower on the wreckage of their ancient holy temple site.

## CLOSING

### Hitler

The worse for wear, Hitler moves with insect-like precision and his body is grossly malformed. We may want him to remain in shadows after his resurrection.

## PUZZLE DETAIL

The outline below describes both puzzles and cutscenes. Puzzle groups are ordered by location, including Berlin, Ireland, Kiev, Tibet, an ocean freighter, a seaplane, and South America. Puzzle groups are largely linear. Note that the Ireland, Kiev and Tibet groups may be completed in any order.

**Bold text** indicates acquired objects. ~~Strikethrough text~~ indicates lost or used up objects.

[Brackets are used to set off non-interactive cutscene action.]

## BERLIN

### INVENTORY

WHIP, TELEGRAM,

#### 1. Opening Cutscene

O-LOGO.....Fade to O-LONG

O-CLOSE ... [ Twilight, ruined buildings, blasted trees in foreground. A huge raven caws and flies toward ruined tower, text: "Berlin, Soviet sector, 1947" camera follows to...

#### 2. Enter Tower

O-TOWER....[Overhead perspective of tower courtyard, Indy enters, avoiding passing patrol lights, and glances up at the tower. He refers to a folded map (telegram?) in his hand..] and now the player takes control.

Using his whip with the protruding tower beams Indy climbs to the gap in the tower wall.

O-CU-TEL .. close up o telegram...'inspectorate'

OT-FIREP .. Indy uses the flu in the large fireplace to climb up and into...

OT-TRAPF .. Indy appears in foreground, framed by the sides of the fireplace, he climbs out .. the only detail is a large niche in one wall..cut to...

OT-TRAP ... Indy uses protruding bricks on interior wall.... which causes the wall to his right to move toward the wall to his left. Sharp iron spikes now protrude from this moving wall. The floor begins to drop away beneath his feet, the wall to his left now has niches which will line up with the spikes. Indy will either fall through the floor to the previous room and start over or using the niches climb up to safety and...

OT-PUSH ... Indy discovers loose stones and collapses a wall. Cut to..

OT-EXT .... Indy climbs to the roof.

OT-MEDUS...Indy climbs in through ruined roof and must use the correct carved head, Medusa's snakes, to reveal the hidden staircase to..

OT-MAGNU...Using pieces of brick to fit the notches in the table top, Indy reveals the hiding place of the scroll.

O-TOWER ...Indy is caught by Nadia.

B-CU-NAD...Dialog between Indy and Nadia. Dialog about telegram. Nadia takes Indy prisoner and escorts him to makeshift cell via

O-TOWER ...Nadia and guards escort Indy through...

BJ-ENTER .. Jail entryway until...

B-CU-DUN .. [Dunkelvolk is in deep shadow foreground. He raises his head at the sound of Indy and Nadia. Cut to..

B-CU-DN2...(optional)[Close on his face it fills the screen.. Indy and Nadia are reflected in his glasses.]

BJ-CELL ... [Nadia tells you to sit tight for a couple weeks and locks you in with Dunkelvolk.]

BJ-CELL ... Dialog between you and imprisoned Dunkelvolk. D. thinks indy is spy... indy rambles tells D. finds something interesting.... D. claims ownership, crushes rock, indy confused.

### 3. Escape Cell

BJ-CELL ... Pick up **rag**. Dialog with Dunkelvolk, he hints at his great Master's intentions. [To illustrate his rage, he picks up and crushes a heavy stone, creating rubble.] Pick up gravelly **rubble**. Use **rag** with **rubble** to create **blackjack**. Use blackjack to knock out guard. Pick up wooden **spoon**. Use spoon to snag **keyring** off of guard. Use keyring to open cell. Dunkelvolk pushes you aside and races into...

BJ-ENTER .. Dunkelvolk is met by Soviet Soldier who fires a few rounds into D. but D. manages to strangle the life out of Soldier while rounds keep firing. Wounded Dunkelvolk staggers to exit.

### 4. Get Scroll

BJ-ENTER .. Indy enters, sees Soviet body on floor, refuses to leave until he retakes the scroll.

BJ-STORE .. Indy climbs the stairs and searches crates until the scroll is recovered as well as other critical inventory items... puzzles?

### 5. Get Motorbike

BJ-ENTER .. Take **ignition key** from guard who was walloped by Dunkelvolk.

O-TOWER ... Use ignition key with bike.

B-CU-BKE...(optional)Close on foot coming down on pedal..

### 6. Driving Sequence

3D-BIKE? .. 1st person motorbike sequence involves scrolling scenery, oncoming trucks, quick turns to be made, final checkpoint to cross before we cut to you pulling up at the rest-ext in western Berlin.

## 7. Brody Dialog

BR-EXT .... [You pull up on bike, enter.]

BR-INT .... Dialog as Brody deciphers Magnus' symbols, revealing locations of pieces of Stone. Brody...how will you get into Kiev without a visa? Indy...since when has that ever been a problem!! Brody offers you a roadmap of Europe. You head off.

## KIEV

## INVENTORY:

TRAVEL VISA, SCROLL, WHIP, LOCAL CURRENCY

## 1. Spy Cutscene

MP-EUROP .. [When you first click on Kiev, as a red travel line moves towards Indy's destination, we will hear a steam whistle and palfade to a screen of turning train wheels. The screen fades out before the red line reaches its destination...

BR-INT .... [Brody's puttering. Phone rings. He picks it up, and horizontal push to split screen. Nadia's on the other end, speaking from...

K-SPLIT ... Nadia masquerades as a long-lost Welsh cousin, and Brody tells her that you're on your way to Kiev...any other information to impart?

MP-KIEV ... [This screen is a close-up of the USSR area of the worldmap. The red line, much larger on this map, reaches Kiev (over the horizon).] We hear train noises, and a train whistle blows.

## 2. Get to Cave Door

K-TRAIN ... With a hiss of steam, Indy's train to Kiev comes to a stop in the train station.

K-CUSTOM .. Perspective shot from above Soviet emblem over entrance. Brief dialog with Bureau of Travel officer; show visa. The officer takes your visa and takes his **authorization stamp** from his desk and places a circular authorization stamp on your visa. If Indy now looks at his inventory, his visa will be there and he will comment on the authorization stamp. After Indy leaves, the official calls Nadia. 'You were supposed to detain him...no matter, leave

him to us, if he returns, do not alert him to our presence.'

KV-OVER ... Kiev overview... Indy can travel to Nadia's, Party headquarters and the church, but Indy will be shown as few pixels walking from one place to the next.

KC-EXT .... Indy enters Church of the Trinity.

KC-INT .... dialog with babushka in interior of Church of the Trinity. Dialog about Lavra ruins. She won't let you explore ruins of Lavra site, she won't let you enter since it isn't safe since the bombings. You will need **Authorized Request Form**. She sends you off to Party headquarters.

KP-EXT .... Indy walks up the street and where before the street was empty, now many people are waiting to enter the Party Headquarters.

KP-EXT .... There is now a line outside of building. You talk to people in line, and they tell you that the line will take many hours. You tell person in front of you about great tragedy 2 block from there where mule was killed by truck carrying Vodka. Vodka bottles were spilled all over the road. He and other people waiting disappear.

KP-EXT .... Indy enters Party Headquarters

note ..... The majority of the Bureaucracy puzzle can be avoided. All that Indy needs is 1 copy of the **Authorized Request Form**, and 1 copy of his ID form. To get this, he can immediately choose to talk to the Babushka now and (through dialogs) she will reveal the form # that the forms person requires. Once Indy has the first form, a line will form at the Information counter, and Indy can get in line. A stranger will talk to Indy about his clothes, and Indy can exchange jackets momentarily. Indy can now search the Jacket (in his inventory) and grab this fellow's **ID**. Indy can now proceed to the I.D. desk, get the ID form #, get the **blank ID form**, have the ID desk check his ID and fill out the form. Indy now only needs to proceed to the customs room, knock over the customs guy's pencils and stamp his **request form** with the **Authorization Stamp** and take these 2 forms to the babushka. Luckily, most players won't have this knowledge, so they will follow this far more difficult path...



KP-INT .... A mass of noise and confusion...rows of bureaucrats all sitting at desks filing, typing, and generally looking busy. Overly helpful woman at Information booth asks if she can help Indy. Indy informs her that he need an Authorized Request form. This bureaucrat always sends Indy to the wrong place... in this case to the Authorizations desk where people who have already filed their forms can pick them up. there is a **bust of Stalin** on her desk that she won't let Indy pick up

DESK .....	Wants:	Gives:
Info .....	nothing (your problem)	Bad advice
Authorizations	6 week delay (request receipt)	Authorized Req.Form
Special Requests	2 Request forms, 2 filled out ID forms	returns copies, request receipt
Identification	blank ID form, ID card from stranger	filled out ID forms
Forms .....	Form Number	Requested form

#### Sex/Personalities:

Info ..... F very friendly, but not too bright... likes to talk and ramble... wastes time.. somewhat vivacious like Lex, but possessed

Auth ..... F very businesslike, but to an extreme... like the waitress from 'five easy pieces' who won't sell toast to Jack Nicholson

S.R. .... M Bad morning.... no coffee yet, bad hair day

I.D.s ..... F suspicious of clothing, accent, ID card... like a female Mr. Burns from the Simpsons... backstabber

Forms ..... M Eeyore, glum, probably not the form you needed anyway

KP-INT .... cacophony of sounds... papers shuffling, filing drawers being opened and closed, furious typing...

KP-INT .... While in here, Indy notices a person at a desk who checks people's papers and pushes a buzzer to let them into a back room. This person always gives the

first part of a passcode that Indy will never be able to reply to.

--Auth .... Indy goes to the Authorizations Desk where he is asked for his **request receipt**. Indy does not have one. Indy is also not on file, so this person sends him to Special Requests.

--Special Requests... Indy asks about an Authorized Request Form, and he is told that he must go to Authorizations to pick one up....'next please' If Indy selects 'talk to' again, Indy can say that Authorizations sent him here and that they told him that he needed a request receipt. S.R. asks if Indy has his request receipt, 'no'... no wonder Authorization can't help, S.R. has to give you the request receipt first. S.R. asks for Indy's copy of his **special request form** which, of course, Indy cannot provide. 'You have to have the form, before I can help you... Go talk to person in Forms.'

--Forms ... Indy, 'I need a special request form'... Forms, 'which one'... back to S.R.

--S.R. .... 'Need to get that information from the department that is requesting the form...'

KC-INT .... Indy talks to Babushka in order to get the form # from her...

--Forms ... No problem, Indy is given 1 copy of the form (not knowing that later he will require another copy...)

--S.R. .... fine... now I will need to see a copy of your **Identification Verification Certificate**. Indy is told to go to the ID desk.

--I.D. .... Indy asks for Certificate, and he is told that he needs a copy of the form from the forms desk.

--forms ... Can't do anything without a form #

--I.D. .... Get the form #

--forms ... No problem, here is your form.

--I.D. .... This looks good, may I see your **state I.D.** Now Indy is in trouble, since he isn't a Soviet Citizen. While this conversation is taking place, a line forms at the Information counter.

--Info .... (The one time that this counter is useful...) Indy gets in line. A stranger gets in line behind Indy and begins a conversation. The stranger asks if Indy is from these parts and he asks Indy about his

cloths. After some banter, the stranger offers to exchange his warmer coat for Indy's leather jacket. Eventually Indy agrees, with the condition that he can try the jacket on. Indy and the stranger exchange jackets, and while Indy is wearing the coat, Indy can search his inventory and grab the stranger's **State I.D.** Indy decides that the jacket isn't to his liking, and he returns it. Indy can repeat this maneuver until he gets the I.D. Indy excuses himself and heads back to the ID desk.

--I.D. .... Indy now presents himself, his stolen ID, along with his **blank I.D. verification certificate**. The bureaucrat will fill out the certificate and return it to Indy.

--S.R. .... Indy presents the Request Form, the ID Certificate and his stolen I.D., and the first request will be for his duplicate copies... back into the meat grinder...

--S.R. .... Indy returns with 2 copies of his Request Form, and 2 copies of his ID Certificate. The bureaucrat takes one copy of each form and gives Indy a **request receipt**. Upon inspection, Indy finds that the receipt states that his forms are being forwarded to Moscow for evaluation, and that in 6 weeks time, he should present the receipt to Authorizations in order to receive his Authorized Request Form... This will not do. Indy must now find a way to turn his request form into an Authorized form, so he searches.

K-CUSTOM .. Indy talks with customs official. During conversation, Indy can push his cup of pencils over causing them to scatter onto the floor. At this time, Indy can pick up the **Authorization Stamp** on the desk, and use it with his ~~Request Form~~ creating an **Authorized Request Form**.

KC-INT .... Give ~~Authorized Request Form~~ along with ID ~~Verification Certificate~~ to babushka. Babushka will **paperclip** forms together and return them to you. She consents to let you look around the lavra ruin. If you look at the papers, you can see that they are now paperclipped together (new room?).

KL-RUIN ... Indy finds the damaged ruin of the church. In the back, there is a mosaic of a saint (saint of good luck?) pointing down. If Indy raises the seat below

the mosaic, he finds a mechanism. If indy turns the crank below the seat, the floor will pull back to reveal a set of stairs going down. (We could add a missing crank that Indy must get from the train....)

KL-CAVIN .. Indy comes down the stairs where he is faced by a mortared doorway. No amount of pushing will move the stone, but Indy is able to pick up a **large boulder** here.

KL-RUIN ... Pry **board** on windows. Use the ~~large boulder~~ from the cavin room below. Indy builds a lever from the ~~large boulder~~ and ~~board~~ and causes the broken pillar to roll down the stairs into the next room

KL-CAVIN .. Pillar is rolling down stairs, we get to see the sealed door blown open by the rolling pillar.

KC-INT .... Babushka is startled by the noise and she yells for security.

KL-DOOR ... Indy finds a small room with a statue of Magnus. Beneath the statue is chisled 'Albertus Magnus, praying for release from the burdon he brought upon himself'. Look at or try to manipulate the statue, and a cutscene ensues. [You say, "The statue is proof that the Clavicula account is correct. ... I'll need to use the Clavicula to decipher it." A moment later, a dark form appears at the entrance hole above, blocking the light...

KL-IVAN ... [It's a Soviet Soldier looming in the entrance, his gun pointed down at you. Rack focus from you to Soldier. The Soldier orders you up...

KL-IVAN ... [...The Soldier tells you you're under arrest for crimes against the State and says you're coming with him...

### 3. Convince Nadia

KN-EXT .... [...You are dragged through door to KN-INT...

KN-INT .... [Nadias legs in foreground Indys face on floor. You've seen those stockings somewhere before. Yep, it's Nadia. Cut to perspective from above. Ivan hands over ~~stolen ID, visa and scroll~~.] Dialog with angry Nadia. You point out that only you know why the Nazis want the scroll (Nadia doesn't know about the stones). She eventually hands back your **visa**. Nadia has what she wanted, the lure for the Nazis. Indy is told that he must take the morning train and leave Kiev. You are escorted out to KN-EXT, where

interactivity returns. Ivan asks Nadia why she is releasing Indy... 'I know what I am doing. See to it that he no longer interferes with us. See to it that he is on that train. Have one of your men follow the American. Have him report directly to me if he does anything suspicious.'

#### 4. Steal Back Scroll

(The scroll is necessary to open the door in KL-DOOR.)

KV-OVER ... A Soviet agent follows you on the overhead map. Whenever you enter a closeup room, the agent enters after a few moments, and tries to hang out inconspicuously. (he may just not show up, but will reappear on overhead next time.)

KN-EXT .... Ivan stands outside and will not let you enter.

KC-EXT .... Indy enters the church again. Now the Babushka is gone for the evening and Indy can simply enter the catacombs. If Indy gets to the statue of Magnus, without the scroll, he is still unable to solve the puzzle. If Indy takes the second exit from KL-RUIN...

KL-DOOR ... The agent enters, unable to find Indy, he rushes out in order to contact Nadia tell of Indy's disappearance.

KV-OVER ... Follow agent's path on overhead to KP-INT. (Dusk view) (if Indy doesn't follow the agent, 2 minutes later, Indy will be followed again...)

KP-EXT .... Follow agent inside KP-INT.

KP-INT .... Agent uses keys opens and walks through door into backroom. Indy walks to door to KP-BCKRM. Open door a crack... cut to interior

KP-BCKRM .. Agent pulls out a **phone list** that has Nadia's phone number on it and he uses the phone to call her

KN-INT.... Nadia, in her office, the phone rings and she puts down the scroll that she has been studying. Nadia is furious that Indy has gotten away and she begins to chew out the agent.

KP-BCKRM .. The agent stays on the phone and we can watch his side of the conversation as Nadia berates him.

KP-INT .... Indy can pick up the **bust of Stalin** from a desk (before the bureaucrat wouldn't allow him to take it) Indy now waits for the agent to appear from the

back room. The agent appears, and stops, commenting to himself that he forgot his keys. Indy hits the agent over the head with the ~~bust of Stalin~~. and the backroom door closes, now locked.

KP-INT .... Indy can now search the agent and get **phone list** with Nadia's phone number, but the back room door is now closed and Indy can't find the keys to open it.

KP-INT .... Door is locked, so use **chair** with door buzzer in order to unlock door to KP-BCKRM.

KP-BCKRM .. Phone Nadia and identify yourself as the agent. A variety of dialog options will be available, but the only one that motivates Nadia is to tell her that you have tracked the American down to the Party Headquarters.

KN-INT.... Nadia, seated in her office, tells the agent that she will be there immediately. Nadia puts down the scroll that she was studying and leaves.

KV-OVER ... Indy can now leave for Nadia's place and he may be able to see Nadia's image heading towards the Party Headquarters. If Indy returns to KP-EXT, a police car will be sitting outside and Indy will refuse to get closer.

KN-EXT .... The door is bolted securely, so Indy must break the window. In doing so, a **glass shard** falls to the snow beneath the window. Indy must unlatch the window, raise it up.

KN-INT .... Indy reaches inside the window, grabs the **scroll** from where it sits on the desk nearby.

## 5. Get Kiev Piece

KL-DOOR ... Reading the scroll will now tell you about Magnus' journey to place the stone pieces as far apart as possible. The scroll will also state that 'Three times daily, I pray that the terrible burdon might be lifted from my shoulders'. Indy may now push the demon on the statue three times, and the statue will move aside to give him entrance into the monks chamber.

KL-MONKS .. Indy searches room and finds on a shelf, a **gold bishop** from a chess set. By placing the chess piece into a small notch on the left side of the room, we hear a quiet whirr. The painting of a saint on the far side of the room has turned and the new painting shows the saint holding a book. **PUCACHEV'S JOURNAL**.

(how we display Indy reading journal is still up in the air... maybe CU with text only, or text and pictures, or illuminated text (fancy text with interwoven scroll works....) The text tells us about Gogol's abuse of the stone and Pugachev's eventual locking up Gogol into the lower caves. It also mentions the water lock which will open the room. "The tears of the Trinity. The drowning of the voice of prayer" (see other doc). There are two bells, one to call the monks to meals, and the other bell calls the monks to prayer since they have no concept of time within the darkened cave. Pugachev says that after the writing of the Journal, he will leap from the bell tower to his death.

KL-MONKS .. There is still no exit from here, but now that the Journal has been picked up, Indy can simply shove the painting of the saint, and it will turn partway allowing him access into the large cave room.

KL-CAVE ... Indy comments that the bridge that used to connect to the other side of the river must have collapsed long ago. Indy finds the bell tower and may be prompted to read from the journal if he looks at the bells.

KL-CAVE ... Indy tries to remove bell, but the cord is too strong... time for a hike...

KN-EXT .... pick up **shard of glass** to cut bell ties.

KL-CAVE ... cut the bell down. Indy comments that the clapper has come loose with the bell. Use the clapper with the Meal bell, and a long tone will ring out. This tone will cause blocks of ice to fall from the ceiling creating a temporary ice bridge (by jumping) across the river. After 45 seconds, the Ice will stop, but Indy may ring the larger bell as many times as he wishes. Indy may travel to the far side of the river, and if he delays here, the Ice will strand him.... Indy will be stranded here regardless, so he might as well try to open the door into Gogol's chamber.

KL-CAVE ... use the bell to measure **WATER** into WATERLOCK. Indy can't measure correctly unless he has read the Journal, this prevents him from solving problems out of order. Indy pulls the scythe of the vision of death above the bowl. Door opens into...

KL-GOLD ... The room where Gogol lies with his golden body clutching the stone piece. Indy pries the piece from Gogol's arms and heads back into the cave. (we

could add a puzzle where Indy needs something to pry the arms apart.)

KL-CAVE ... If Indy tries to push the open door, Indy will climb above the door and push from the top. When the door gives way, Indy will end up riding the saucer shaped door down the icy hill, where it will hit the water and skip across, sinking at the last moment, but Indy will jump the remaining distance to dry land.

KL-CAVE ... Indy heads up to the main entrance where he is met by Nadia and two armed soviet soldiers. He makes a running leap for the bell scaffold, using his whip, he swings back into the soldiers causing them to fall into the freezing water below. Indy now confronts Nadia. Indy tells Nadia that he must hurry because he has a train to catch. He has made a promise and he intends to keep it... Just to be safe, Indy says that he will block the entrance. Indy compliments Nadia on her resourcefulness.... Since Indy made it in, he is sure that she will find her way out.

K-CUSTOM .. Overhead perspective...you make it through, and your train pulls away. If you later try to return to Kiev, Indy refuses since he is sure that they would be waiting for him.

#### INDY GETS FIRST PIECE

Indy when you go to a map screen and select anything other than your current location, Indy will have you return the first piece to Brody and this scene occurs.

Brody could act like a built in hint line for players who are truly stuck.

#### 1. Visit Berlin

BR-INT .... Leave first piece with Brody, and discuss progress so far (help player if necessary)

BR-EXT .... [When you head off, Dunkelvolk confronts you. He introduces Jäger...

B-CU-JAG .. [Rack focus from Indy or Dunkelvolk to Jäger, who just barely emerges from the shadows. "Good evening, Herr Jones. I am Doctor Jäger."...

BR-EXT .... Jäger proposes a deal which you turn down in a quick dialog. [Jäger warns you to watch your step and takes off.]



## IRELAND

INVENTORY: Whip, Scroll, Local Currency

BackStory: A boy and a girl grow up together in the Irish countryside. The girl always dreams of marrying the young boy, even after he decides to attend seminary. The young man returns as a parish priest, and he renews what he believes to be his friendship with the young woman. During this time, the priest tells her of the story of the church and the stone piece that it holds. The Stone piece was brought to the church in the 12th century and it was kept near the buried remains of the German monk who brought it. The woman believes that he is teasing her, but he shows her old church documents telling of the great powers of the stone piece and even takes her to the burial site below the church where he lets her hold the stone piece. While inside the cavernous catacombs, the woman tells the priest of her love for him, and the priest must tell her that he is faithful to his one true love, the church. The woman flies into a jealous rage and in her anger she throws the stone piece at the priest. Whether it was the blow from the stone piece, or the blow from hitting the floor, the woman never knows which killed the priest.

The woman is unsure of what to do, but after picking up the stone piece, she decides to burn the church and destroy any evidence of her wrongdoings. She cannot decide why, but she takes the stone with her when she leaves.

Ten years pass. The woman finds that the stone brings her power, and she uses it to control people, crops, and animals. She forms a small cult using Druidic customs in order to hide her actions.

Over the years, church officials try to restart the parish with no success, Costello is the nephew of church Abbot who died in the fire. Costello is knowledgeable about the village, as well as the history and background of many people. He was also working with the constable in the investigation of the Druids and their misdeeds. The woman (now in the guise of a Druidic Priestess), not knowing the true power of the Stone, has been using it to increase her power by using it's force to destroys crops and livestock.

I want Ireland to start at Midday, and palette shift to night while the player is solving puzzles. By the time Costello leaves in search of the authorities, it should be night.

## 1. Meet Costello

IR-CLIFF .. [On your first arrival at Ireland, the camera ZOOMS IN on the monastery/cliff/sea vista. Finally arrives at top 320x200 portion of this 4-screen-high room, where you walk up to the monastery ruin and enter...

IR-RUIN ... [You note that this place has been destroyed by a fire, but not too long ago, and wonder what happened to the piece of the Philosopher's Stone which Magnus sent here.] There are no signs of the piece in the ruined monastery.

IR-OVER ... overview of Lovely Irish countryside.... walk to...

IR-VILL ... can select between a variety of buildings.

IR-PUB .... No patrons will talk to you except Costello who is sitting at a table alone with an empty mug. If you stand near the patrons, they will be chatting away. One patron has a **lighter**, and this patron will be talking about getting stung by bees.

IR-PUB .... Using your **local currency**, Indy buys 2 **pints** and Indy offers one to Costello. He tells you that his friend the Constable hasn't been seen for 2 days and he suspects wrong-doing. He promises to let you in on the Druids' secrets if you can help him find the whereabouts of his friend.

IR-WOODS .. Follow carrion birds to .

IW-BODY ... where the trail ends at a mound of dirt surrounded by an army of crows.

IR-PUB .... Pick up the **fireplace shovel**.

IW-BODY ... Use fireplace shovel with the dirt to reveal corpse. Push corpse's arm and it falls to reveal a shiny **locket**. Indy reaches out for the locket only to have one of the Crows swoop down and grab the shiny prize. The crow stays in the room, but it won't drop the locket. Indy comments that it might drop the locket if he can find something shinier for the crow to take.

IR-PUB .... OPTIONS: Return to pub and tell Costello about the body. Costello isn't surprised. He tells you some of the history of the town, the monastery, and what he says convinces you that the Druids are the key to the Stone Piece. The person that he suspects is

here at the pub, and he believes that if he had the proof, he could put the murderer away.

IR-PUB .... At the pub, open the dart board (which has a mirror on the front) and offer to play darts with one of the patrons. Patron agrees, but whoever loses must buy the next round of drinks. Indy must lose twice, and close the dart board cover exposing the mirror. When the patron takes his next shot, the mirror will shatter and indy can then pick up the **mirror pieces**.

IR-BODY ... Indy can now use the ~~mirror pieces~~ with the beam of light and the crow will drop the **locket** in exchange for the broken mirror.

IR-PUB .... Costello doesn't recognize the locket, but when he sees the photos inside (of his nephew and the woman) and the inscription from the woman to his nephew, Costello tells Indy of the stories about their relationship. Indy explains that this was found in the constable's hand, but this one piece of evidence is not enough to convict anyone.

### 3. Solve Murder

IR-PUB .... Open the Stove, using the fireplace shovel, you will find a **burned note** that reads, "Meet our enemy at the old monastery and take him to the ritual rock. We shall kill him as the new moon rides the great oak. I shall bury his body in the wood. Do this, and you are one step closer to becoming a priest of our people." The note is signed simply "High Priestess" The use of the word priestess is another clue, and the handwriting may be additional evidence. Costello insists on one more piece of proof before taking the evidence to authorities in Dublin.

IR-WOODS .. Retrace trail to where body found.

IW-BEES ... Along the trail, find torn, muddy **scrap** of clothing on thorn. It is surrounded by a swarm of angry bees and Indy cannot pick it up. Indy must find a way to calm the bees.

IR-ALLEY .. Indy picks up a piece of **peat** from the peat box

IR-SMITH .. Indy uses the peat in the fire to make **smokey peat** and uses the smokey peat in the **small bellows**. Indy also picks up the **empty feed bag** from the wall by the horse.

IW-BEES .. Indy returns here and uses the bellows to blow smoke and calm the bees back into their hive. Indy can then use the hive with the empty feed bag to get **bees in feedbag**. Indy can now also pick up the **scrap**.

IR-ALLEY .. ~~Use scrap with puddle to wash mud off.~~ The pattern of the cloth is a family pattern and this is the last piece of evidence. Indy suspects that the blood on the scrap will match the constable's.

IR-PUB .... Dialog with Costello giving him all 3 clues. He tells you that he wants to confront the murderess and afterwards he will meet you outside to repay his part of the bargain. Costello uses the clues to accuse the murderer, and announces to the patrons that he will leave for Dublin tonight to bring back the Authorities. Costello heads out the door into the now dark exterior.

#### 4. Enter Barrow

IR-ALLEY .. [Costello tells you his take on what happened to the constable (and his nephew as well) Costello tells you about the Dolmen stone and the grim sights that people find there following the ceremonies. Costello leaves for Dublin] Indy heads to the Dolmen stone.

IR-DLMAN .. [You hide and watch Dunkelvolk get initiated. Dunkelvolk holds Costello who is punished for speaking to outsiders and going against the cult. Meanwhile the High Priestess invokes the forces controlled by the Stone Piece. The Priestess pours water out of a piece of the Stone first onto the wrists and ankles of Costello as roots grow out of the ground and shackle him to the stone on the ground. The Priestess then pours the last of the water out of the Stone bowl onto the stomach of Costello as the Roots writhe and burrow into Costello's stomach killing him. Dunkelvolk laughs at the violence. (kind of a bad root-canal)

IR-CU-NDY . (OPTIONAL) Indy hides his face in shock.

IR-DLMAN .. [Priestess hands piece of Stone to generic druid. She then asks D. to remove the body of the blasphemer. After D. leaves, Priestess uses torch across tree roots causing roots to withdraw to uncover stone entrance. (Druids use a heavy chain in order to lift.) Priestess head in with the piece.

You must stay hidden until the meeting breaks up.]  
Indy returns to the village...

IR-ALLEY .. Take another piece of **peat**. Push the peat box under the fireplace flue and drop the bees into the fireplace. See front of Pub with patrons outside, either climb in the window, or offer to go inside to see if the bees are gone. When inside, pick up the **lighter** that one of the patrons was using.

IR-SMITH .. Indy needs a chain in order to lift the dolman stone. Two shorter pieces are here, one holding the horse, and one attached to the bellows. Pick up **horse chain**. Use **tongs** with scrap metal and put metal into furnace. Use the bellows until the metal glows. Use metal on anvil and hammer into a **link**. Remove the chain from the bellows, and link it along with the chain from the horse to form a **long chain**.

IR-DOLMN .. Build a **torch** from smithy **tongs** and ~~piece of peat~~. Use the lighter from the pub patron to start the flames. Pass this torch over the roots to gain entrance into the Cult's chambers. Druids will appear and lower the stone on top of the hole after you enter.

## 5. Get Ireland Piece

IR-STONE .. Indy arrives falling down from above. After quick orientation, he takes **ireland piece** from sacred place.

IR-STONE .. Indy can't return back up to waiting Druids, so his only option is to use one leg of the **ladder** to pry open the stone grating in the wall and dive into the tidal waters.

IR-DOWN ... Indy swims to cliff edge and begins climb

IR-RUINS .. Emerge with piece near top of cliff, Dunkelvolk appears. He fires at you. Indy's only choice is to head to the stable by the monastery ruins. Cut to...

IR-RUINS .. where horses head appears in opening. [Dunkelvolk appears in a jeep and is surprised as Indy exits on horseback]

IR-CHASE .. Cut to Indy galloping toward camera with Dunkelvolk in hot pursuit in Jeep. A truck rolls into view from foreground and Indy leaps onto it.

IR-TRUCK .. Truck with opened back frames Indy as he shoves Pez-dispenser crates off into road while Dunkelvolk

steers around. Indy opens a toolbox and emerges with a **lug wrench** Indy can use to pry open the crates and dump their contents onto the road. Even this is ineffective. In disgust, Indy throws the **lug wrench** which hit's Dunkelvolk causing his jeep to crash. Fade to worldmap...

IR-VILL ... If you return here, you'll meet the new Constable, who explains that the county authorities have rounded up the Druids.

## TIBET

BackStory: The third piece of the stone is kept by the Tibetan monks. While it sustains their spirit until the coming of the Restorer of the Circle (DEATH), their burden is to guard the Stone Piece from those who would misuse it. The monastery was first built in 947 after the first monk, a prophet, foresaw the arrival of the stone from Magnus, the life-giving powers of the Stone Piece, and the eventual arrival of the Restorer. The highest level of monkdom will be to make the sacrifice of the Circle of Life (the Ouroboros) until the arrival of the Restorer (Indy). When Indy arrives and mentions the Stone, he is welcomed as one who has been expected. Later we find that the monastery is all but illusion, and there has been only one monk, the ever dying monk who cares for the piece.

Prophecy of the Stone is sewn into a tapestry  
Creation of the false tapestry piece

### 1. Enter Monastery

TV-GUIDE .. Cut to Indy with guide and donkey silhouetted against sunrise Everest. They arrive at...

TV-MARKT .. Village Marketplace... puzzle needed in order to get Sherpa.?

TV-SHERPA . convince Sherpa to guide you to the Monastery of the Butterflies. (Ouroboros?)

TM-FOG .... Indy and Sherpa appear screen left, and Indy continues across the bridge to the monastery door. Fog obscures all but the first tower. The upper section of the tower is also obscured by the fog.

TM-DOOR ... The monk who answers the door at the monastery acts pleased to meet you after you mention the stone piece. The monk invites you in and offers you some

hot tea. Unbeknownst to Indy, the tea is laced with a hallucinogen that creates the following visions.

TM-OVER ... First the fog lifts revealing five separate towers all linked by a series of bridges.

## 2. The Monks Tests

TM1-PRYR .. This is the first room in the first tower. Prayer flags hang from the wall and if you read them, they tell of the founders visions, and the founding of the monastery.

TM1-TEST .. Here, Indy is tested for Greed. Inside this room, are many valuable items, most of which are of religious origins. If Indy picks up any of the items and passes through the outer door, he will again find himself outside the first tower. The only solution is to pass up all of the items.

TM1-WARR .. A suit of armor comes to life and if Indy backs down, he reappears outside the monastery. Indy must fight the warrior into the center of the room until he is standing upon a rug. In a quick move, Indy pulls the rug from under the warrior, and the assorted pieces of armor fall apart.

TM-OVER ... Indy travels to the next tower.

TM2-PRYR .. In this room, the prayer flags will tell of Magnus' use of the stones to animate his android and of the rending of the stones after he is frightened of their awesome powers. Other flags will tell of the arrival of the stone piece and it's safekeeping in the final tower. There is a small fireplace here with **ashes**.

TM-OVER ... and another tower...

TM3-PRYR .. The prayer flags show the breaking of the Ouroboros (the dragon eating it's tail) symbolizing the breaking of the life cycle for the tower monk. Other flags show of the arrival of many false claimants to the stone piece, but none succeed. The next flag shows the arrival of the true Restorer at the gates of the monastery. There is a **sword** here.

TM3-WARR .. In this room, there is a fierce Tibetan warrior resplendent with both sword and shield. If Indy doesn't have the sword, he will back out and arrive at the monastery front door. If Indy has the sword, a mighty battle ensues. The climax will occur when the warrior's weapon breaks, and he presents himself before Indy weaponless. If Indy strikes him, he has

failed. To succeed, he needs to give his **sword** to the warrior in exchange Indy receives the warrior's **shield** with the Ouroboros seal. Cross to the exit...

TM4-TEST .. The room is in flames, and indy must decide between saving the old monk, or getting the stone piece. If indy uses his whip on beam (testing it causes the beam to shift) and saves the monk, he may pass on to the next test. If Indy chooses to grab the piece, when swinging back, the beam will collapse and indy will fall into the abyss... to find himself back at the monastery entrance.

TM-OVER ... When you walk across the rope bridge with the large gap of missing slats, cut to...

TM-BRIDGE . where, from a steep overhead perspective, you can see it's too far to jump. Use ~~planks~~ in gap and step out onto them. Repeatedly pick up the **plank** behind you, and set that ~~plank~~ in front of you, to gradually cross bridge.

T4-PRYR ... The prayer flags here show the true Restorer passing his tests of Humanity, Greed, Strength and Humility. There is an **uncompleted prayer flag** showing the Restorer giving something to the Leader of the dying monks, but the item itself is missing. Use the prayer flag with the shield, and make a rubbing with the ashes of the sign of the Ouroboros onto the prayer flag. This will symbolize the Restorer restoring the circle of life and death to the monks.

T4-TEST ... If you arrive without the prayer flag, the dying monk will ask what offering you make. If you don't have the modified prayer flag, you end up in T4-PRYR. If you present the modified flag to the monk, he will tell you of the awesome powers of the stone, and then thank you for releasing him from his terrible burden. Upon giving Indy the **tibet piece**, the monk then falls to the floor dead.

TM-DOOR ... Indy with the puzzle solved is back outside the temple. The temple is now shown in its true state of ruin (all having been an illusion) and the Sherpa guide asking if Indy has found anything in the ancient ruins.



## 8. Nazis Steal Stone

BR-INT .... [When you enter to bring the final piece of the Stone to Brody, he's nowhere to be seen. You hear grunts and pull away sheet to reveal Brody tied to chair. Undo gag and Brody exclaims that your cousin from Wales is crazy. Nadia and a Soviet soldier enter from shadows. The soldier takes the last piece from you (he already has the first two), and Nadia orders him outside. She tells you she's supposed to kill you, but lets you live. "I am supposed to kill you...now please STAY dead!". Suddenly, gunfire erupts outside. Nadia rushes out...

BR-EXT .... [Nadia's nowhere to be seen. Restoration column in foreground, Dunkelvolk , lit by a cars headlamps delivers the coup de grace to the Soviet soldier lying on the ground. They screech away with the pieces of the Stone. Their headlights flash across Indy as he enters behind column. If you try to follow on the motorbike (lighting? this is a recycled animation from a daylight scene), you ride off screen and then quickly return; you lost them. Cut to close up on bodies Indy finds freighter **schedule** which indicates the Nazis are leaving from Hamburg. Now Hamburg is accessible on the worldmap.]

worldmap .. Clicking on Hamburg takes you to the dock room.

## FREIGHTER

### 1. Sneak Aboard

xF-DOCK ... Indy pulls up on motorcycle, parks. We may see a scaled down version of Nadia boarding. Indy may talk to the guard at the foot of the gangway, but without a ticket, Indy can't get aboard. The guard also mentions that the captain takes a dim view of stowaways, and he may recount a tail of a fateful trip.

F-CRATES .. Daunted by the guard, Indy explores and comes across a group of crates being readied for loading into the cargo hold. Not having anything that he can use to open the crates, Indy finally decides to use the

**paperclip** that was holding the duplicate copies of the forms Indy needed in Kiev with the lock on the coffin that is sitting among the crates. To Indy's surprise, there is (soviet?) radio equipment inside, and he quickly dumps the equipment into the water beside the pier and climbs inside. The coffin closes with a click locking Indy inside.

## 2. Nadia rescues Indy

FC-AFT2 ... We see the coffin in a dimly lit cargo hold. We may give the player control for a minute (just to frustrate them...)

MP-ATLAN...Freighter moving across map toward South America.

FC-AFT2 ... Nadia enters, looks around hold to assure herself that no one has followed her. She takes out a set of keys and slowly opens the coffin. Nadia nearly jumps out of her skin when Indy climbs out of the coffin and stretches. Nadia's amazement quickly turns to furor as she realizes that not only did Indy not stay out of this as she requested, but that he was also responsible for removing the radio equipment that she required in order to contact Soviet forces once Jäger was found. Indy on the other hand is famished, and he agrees to stay out of trouble, if Nadia would just get him some food. Nadia agrees, and leaves the cargo hold, but just in case Indy doesn't cooperate, she locks the hold closed behind her.

FC-AFT2 ... Indy now goes interactive. Finding all of the doors locked, he looks at all of the crates. All of them are tightly shut except for on which contains mining equipment. Indy grabs a **miner's lighted hat**, and continues to search. Finding no exit, but spotting a conspicuous vent, Indy pushes a **crate** underneath the airvent, and makes his escape.

F-SHAFT ... Indy is seen crawling through a first-person view of an airshaft. Options may be to move forward, and back and turn left or right. Some variations in the shaft will include T's, Vents to the Right, and Vents to the Left. We could do a puzzle with rats in here.

F-SHAFT ... If you travel far enough here, you will come to a fan room with large blades, but Indy will have

nothing that he can use to stop the blades. Indy can also travel to the forward cargo holds.

FC-AFT1 ... Indy opens the vent to a cargo hold where he can see a **fire-axe** upon the wall, but the crates are stacked over to the side and there is nothing here for Indy to whip. Crates here are marked "tractor parts". Indy must first cut the ropes holding the crates down, and he is able to pick up one piece of **rope**.

F-STRDCK .. Indy opens a grating and removes a **firehose** from the wall.

FC-AFT1 ... Indy can now use the ~~fire-hose~~ (with a brace?) in order to climb down. Indy can now pick up the **fire-axe** and go play havoc with all of those crates with the dull labels.

FC-AFT1 ... In all of these rooms, Indy opens crates with innocent labels, only to find war material. Only in FC-AFT2 (where passenger supplies are kept) does Indy find non-war material.

F-SHAFT ... Indy can now use the shafts to explore the rest of the ship. Indy can peer into the Engine Room, but the vent here won't open. Indy can also travel to...

F-FAN ..... A part of the air circulation system with three large blades spinning to prevent passage. The blades are spinning in the top of this room, and Indy can travel forward to the forward cargo sections, but since he has the **fire-axe** now, he decides to try stopping the blades. Indy can now travel to air-intakes that give him views of the foredeck as well as the starboard passage way. He can also travel to the vent inside Dunkelvolk's cabin.

F-CABIN ... Dunkelvolk sits here cleaning his Luger. There is a knock at the door, and the Captain enters. It is obvious that the Captain is involved with Dunkelvolk's plans, and he informs Dunkelvolk that Jäger has radioed and that he is worried about the schedule. There is only one moment in time where the three pieces of the stone may act together, and he will not miss it. A seaplane is being sent to meet them at coordinates given to the captain. Dunkelvolk is asked to guard the pieces with his life and he will live to see the Reich rise again to its former glory.

F-CABIN ... The Captain leaves, and we need to decide if the game player decides to force his way into the cabin (three pushes are necessary) whether we want to add a death scene here with Dunkelvolk. Enlightened players (those that survived the tests in Tibet) will move on.

FC-FOR1 ... Indy lowers himself to the top of a tall crate. When the crate is opened, he finds that it is filled with **Artillery shells**. When the player tries to pick one up, Indy will respond that they are heavier than he thought, and he will drop it on top of another crate. This noise will attract the attention of a guard, and Indy will have no choice but to retreat back into the vent. If he tries to pick up the shell, Indy responds that he won't be able to get it while the guard is there.

..... Any time after the shell is set, Indy can return to the coffin room and meet back with Nadia. So long as I am in the forward cargo hatch, I will describe the last room.

FC-FOR2 ... Again filled with many crates, but Indy is only interested in the **two pulleys** that are lying here unused.

FC-AFT2 ... Indy hops down from the crates just as Nadia enters. Indy feints boredom, but he is quickly overwhelmed by the food Nadia has brought. They discuss their plans, and just at the point they agree to work together, the sound of the engines stop, and the lights flicker. Nadia decides to go topside to see what has happened, and still not trusting Indy, she locks him inside again. (Do we make the player walk up to the view of Nadia??? or just a cut-scene? Remember, we have to take the **fire-axe** away from the player!)

F-SHAFT ... Indy heads topside as well.

F-FAN ..... This time the fire-axe stops the blades, but the motor jams the blade with the axe and Indy loses the **fire-axe**.

F-STRDCK .. Scene where Dunkelvolk recognizes Nadia, she knees guard and tosses him overboard, and Dunkelvolk escorts her to the Seaplane.

F-SHAFT ... Head to Dunkelvolks cabin

F-CABIN ... Three good kicks, and the air-vent is off. Indy searches all of the cabin but no stones are found. Indy should leave the room a shambles from all of his rummaging. Indy finally checks a metal cabinet, and seeing that it is about the right size, he is unfortunately daunted by the locks.

F-CABIN ... Indy must rig the two pulleys and rope into a **block-and-tackle**. Rig the ~~block-and-tackle~~ to the cabinet handles as well as to the water pipe against the wall. Indy is able to rip open the doors, and recover the stones. (There is also an envelope and a roll of microfilm here that Indy can pick up, but Dunkelvolk take away. (NUKE Scenario) The letter makes references to Los Alamos.)

F-CABIN ... Dunkelvolk opens the door, and once again Indy is without his stones. Dunkelvolk gives the stones to a waiting guard, with Dunkelvolk's warning, and Dunkelvolk then informs Indy that he has "time to kill."

F-ENGINE .. Indy is tied up. Dunkelvolk begins his sadistic torture.

F-SHELL ... close-up of the shell rocking to the same rhythms as Indy's beating

F-ENGINE .. More pounding.

F-SHELL ... More rocking.

F-ENGINE .. Dunkelvolk checks the time... It is time for Dunkelvolk to leave, he pulls his luger...

F-CU-NDY .. Indy prepares for the shot... Luger in foreground.

F-SHELL ... We see the shell roll over the edge.

FC-FOR2 ... The room explodes.

F-ENGINE .. Dunkelvolk is knocked over by the explosion and loses gun.

F-CU-NDY .. Indy is surprised that he is still alive

F-ENGINE .. Dunkelvolk announces that he will kill Indy by hand.

F-FORDCK .. Same shot used by the vent opening. This time, we see the explosion ripping away the tops of the cargo holds.

F-ENGINE .. Water is rushing in, pipes are broken, and steam (and flames?) fill the room. Dunkelvolk makes a hasty retreat.

F-ENGINE .. Indy must escape from the handcuffs by pulling himself along the pipe (above his head) and loosen a fitting until the pipe (and Indy) falls.

F-ENGINE .. Dunkelvolk blocked the door behind him, so Indy must find a way through. Using the old lighter (the fluid is ruined from the Ireland swim) along with an **acetelyn torch** Indy is able to cut through the handcuffs. Indy then lays the **Oxygen bottle** on its side on the utility cart and using a heavy sledge on the tank fittings, he makes a torpedoe that bursts through the blocked door.

F-SIDE .... We see Dunkelvolk lowering a boat.

F-SIDE .... The Ju-52 starts its engines

xF-TILT ... Puzzles here?

F-SIDE .... Dunkelvolk's boat arrives

F-SIDE .... Indy arrives, and with a fanfare, he dives into the water, and catches onto a pontoon just as the seaplane pulls away!

MP-ATLAN? . [Red line travels from off the coast of South America to Bolivia and the Andes.]

## SEAPLANE

### 1. Take Control

wing ..... You can't hold on for much longer. Dragon's Lair sequence: Use wing to climb onto it. Use whip with armed Nazi guarding open cockpit door to haul him out. Click on cockpit door. Enter cockpit. (If you diverge from this sequence of events or if you just hang out too long, you die, either by Nazi gunshot or by falling off.)

c-pilot.... [Indy's point of view of menacing snarling pilot whose hand is outstretched and reaching.]

cockpit.... Cut to Indy pinned under pilot in one handed stranglehold. If Indy tries to use wrench on pilot, he will punch back. Keep this up (three times?) and you will die. If Indy uses the steering wheel...

3d-plane... plane rolls upside-down until...

cockpit2... Indy is on top of pilot. He knocks him out and again uses the wheel until...

3d-plane... plane rolls back to upright (reverse of previous animation)

## 2. Flying Sequence

cockpit3 .. 1st person flight through sharp Andes peaks. If you survive, you get low on gas and we cut to the descent to the river on the Bolivia overhead.

### BOLIVIA

#### 1. Landing Cutscene

bolivia ... [Seaplane crosses overhead map at large scale, then returns at smaller scale to land on river...]

landing ... [Plane has run onto beach near docked speedboat. You jump to shore and order Dunkelvolk to come out with his hands up. Cargo door opens, Dunkelvolk is holding Nadia at gunpoint. His two goons jump to shore.] Dunkelvolk orders you to drop your weapon. You do, or die. He begins to give a speech about his evil plans. You run into jungle as he pontificates. [He orders the goons to chase and kill you. He takes Nadia and the pieces of the Stone aboard speedboat and takes off.]

#### 2. Defeat Killers

bolivia ... Two Nazi killers chase you through a small area of the jungle. If a killer reaches you on the overhead, we cut to a jungle pseudoroom.

j-\* ..... A sound clue warns you moments before a killer enters the room you're in. You must hide, if a natural hiding place exists, or you must click on the opposite exit to flee. If a killer sees you, you have a second or two to flee before he raises his weapon and kills you.

j-fronds .. Get large plant **fronds**.

pitcu.....Closeup from as seen from inside pit Indy leaps pit..

j-pit ..... Cover natural pit with ~~fronds~~. Stand in deadend pathway and wait for killer to appear. Killer will go after you and fall in the pit.

pitcu.....Closeup Nazi falls into pit... same view.

b-plane ... This room has only one exit, but you can hide behind the plane if a killer visits. Pick up **rope** used to dock motorboat.

j-bees .... Use boxed piece of Stone (or some other heavy, smallish object) with sapling to trap it bent to ground. Tie ~~rope~~ to boxed piece and to tree stump, so that it stretches across the path. [When killer comes through, he'll trip the rope, and the sapling will whip up and hit a beehive down onto his head. The killer will run screaming into the jungle.]

### 3. Find Nadia

j-? ..... When you take care of the second killer, cut to foreground foliage in silhouette shamans headdress moves into foreground..the shaman appears out of the jungle. Follow him.

j-ruin .... Shaman moves foliage aside to reveal new path.

shamans ... Dialog with shaman in burnt-out remains of his village. He tells of the white man who stole the tribe's magic, razed the ancient temple, and enslaved his people in order to build an unholy edifice on the temple site. Shaman gives you **oar** when you say that you are the evil white man's enemy.

b-shaman .. Push beached canoe into water and use oar with it.

bolivia ... Navigate river maze to beach near manor.

shedext ... Enter shed using notched log and climbing through gap between tin roof and wall.

b-plane ... Take **wrench** from plane.

shedint ... Take **clippers**. Use whip to snag hanging lightbulb and pull it low. Unscrew **lightbulb**. Use wrench to unseal oil barrel. Turn light switch in shed off, and pull light socket down into barrel.

manorext .. Use clippers to cut electrical wire which leads from manor towards shed.

shedint ... Turn light switch on.

manorext .. Pick up and reconnect electrical wire. BOOM!

bolivia ... [Fireball blooms on overhead map where shed was...

manorext .. [Nazi guards rush toward shed; you stand in shadows, unnoticed. Now the manor is unguarded.] Enter front door of manor.

hall ..... [Perspective from above...when you enter, you hear voices approaching and go through the nearest doorway (to the lab). In the hall, we see a cutscene with Jäger, Nadia and Dunkelvolk. Jäger is



very angry at Dunkelvolk for letting Jones get away. He decides it's time to head to the tower, since the moon is almost at its peak. Nadia insists she won't do whatever weird duty they have planned for her. They head out, dragging Nadia with them.]

#### 4. Get Temple Key

lab ..... The shed fire is out and the main manor entrance is again guarded. Therefore, unlatch the lab window to leave. The open window is now your way into and out of the manor.

j-enter ... Enter jungle maze, and see cutscene in magnus2 room.

m-table2 .. [Angle looking over table edge and boxes to... Jäger opens the boxes containing the pieces of the Stone, and discovers the jack-in-the-box. Enraged, he kills Dunkelvolk, and decides to try reanimating him with two pieces...Jägers face lights up from below as he joins the pieces..cut to closeup Dunkelvolk, dead on stone floor, blood shrinks back into chest wound..his dead eyes open..no pupils. Jäger commands him to hunt down Jones and the third piece.]

j-\* ..... Now that Jäger's taken out his two pieces of the Stone, your piece begins to glow. Navigate jungle maze, using your piece's changing radiance to find your way to the tower2 room (cold-warm-hot puzzle).

tower2 .... The tower entrance is heavily guarded. Take path around side of Incan foundation.

incadoor .. Take loose stone **glyph** from above ancient door.

shamans ... Give ~~glyph~~ to shaman. He reveals that he holds the key to the Incan temple foundation. But he won't give it to you unless you free his daughter from Jäger, and he doubts you can get to her; Jäger's too powerful.

warroom ... Dialog with shaman's daughter, who's under the influence of mind-control powder. She reveals her father's *spirit name*.

shamans ... Tell the shaman his *spirit name*. He's now convinced that you've seen his daughter, and that she's drugged. He gives you a sort of **recipe** for mind-control-drug-antidote. The ingredients: a certain insect, a certain fruit, a certain snake's venom, and a certain jungle flower. They must be mashed together and heated until the mixture turns red in order to be effective.

lab ..... Pick up **specimen jar**.

j-insect .. Push away rotted wood to reveal teeming insects.  
Look at insects to go to bugs-cu.

bugs-cu ... Practical screen. Pick up correct **insect** (which is the famous ??? insect) with pointer and place in specimen jar. If you don't have the specimen jar, the insect will crawl off the interface area to join the other bugs -- it slipped away.

lab ..... Use piece of Stone with river at beach room or with faucet at lab to fill it with magical **water**.

j-flower .. Use ~~water~~ with correct shrub (the famous ??? shrub) to make it flower. Pick **flower**.

j-fruit ... Use whip with hanging **fruit** (the famous ??? fruit) to bring it down.

j-snake ... Toss ~~fruit~~ at dangerous snake. Snake bites it, then slithers away. Pick up **envenomed fruit**.

lab ..... Put ~~insect, flower, and envenomed-fruit~~ into ceramic bowl. Pick up **pestle** and use with bowl, creating mush. Pick up ceramic bowl filled with mush, put it down on Bunsen burner and turn on burner. The mush will visibly change colors, going from brown, to yellow, to green, to red. Turn off the burner at once, or the mush will turn black and be worthless. The red mush is the **antidote** to the mind-control drug.

warroom ... Puzzle to get shaman's daughter to drink antidote ????. She wakes up from the drug, thanks you, and hurries off to find her father.

shamans ... He tells you that the famous ??? beetle is the gatekeeper of the old temple, and gives you **beetle-bait**.

bugs-cu ... Put ~~beetle-bait~~ down on screen. Soon the famous ??? beetle, with its weirdly articulated carapace, appears to carry off the bait. Click on the **beetle** to pick it up and put it in the specimen jar before it heads off screen (ever play Rip-Off?). If you're too slow, you must go to the Shaman for more bait.

## 5. Free Nadia

j-enter ... Now that you have the beetle, a crudely reanimated Dunkelvolk confronts you in the jungle. And, he's got a shotgun. Fortunately, he's slow, and you can outrace him.

- j-\* ..... If Dunkelvolk enters the room you're in, he'll shamble toward you. You must click on a far exit to flee (just as in the Defeat Killers puzzle, above). When Dunkelvolk reaches a certain proximity, he'll slowly raise his gun and fire. If you're in the room when he fires, you're toast. If you keep moving, you can easily lose him; he'll follow you only when he sees you exit a room. When he's not on your trail, he moves in simple patrol patterns.
- incadoor .. Use beetle with small hole in door. Beetle crawls in, and with a click the door unlocks. (See the incamaze in the room map section to understand what follows.)
- warroom ... Take **cognac** from cabinet.
- shamans ... Take **flint tool** from burnt-out hut.
- i-scorpi .. The floor here is crawling with scorpions. Use ~~eegnae~~ with scorpions to soak the floor. Use flint tool with cognac to light it ablaze. The scorpions get fried and the flame dies out. As you triumphantly walk across the room, Dunkelvolk comes through the entrance door, which slams shut behind him. Now you're both trapped in here, and Dunkelvolk will chase you (albeit at a slow, shambling pace) through the labyrinth.
- i-\* ..... Most rooms are connected by stone doors. To open a door, push the carved stone which forms part of the doorframe. The door will lift open and stay open.
- i-stuck ... The stone which opens the door leading to i-pit is stuck. Get Dunkelvolk to follow you here from i-scorps.
- i-niche ... (Use the niche here to hide until Dunkelvolk passes, if you need to reverse the direction of the chase.)
- i-stuck ... Position yourself near the door to i-niche and wait. After Dunkelvolk enters and just when he begins to lift his shotgun, go through to i-niche.  
[Dunkelvolk will fire, hitting the doorstone and opening the door to i-pit, before shambling after you.]
- i-pit ..... Stairs lead down from i-stuck to here, and up from here to i-mazel.
- i-maze\* ... Dunkelvolk is right behind you. Each time you enter an i-maze room, you must quickly decide which of two far exits to take. Pushing the doorstone for the wrong exit causes a trapdoor to open, which deposits you back at i-pit. Use trial-and-error to discover

the correct sequence of doors to take you to i-cavein.

i-maze5 ... [Just as you exit this room on the way to i-cavein, Dunkelvolk enters and fires. His shot shatters a loose rock. He shambles forward but is soon obscured by the falling rock of a cave-in...

i-cavein .. [You turn to see rubble pour out of the entrance to i-maze5. Perhaps Dunkelvolk is out of the way ... but no! Dunkelvolk struggles through the rock, and you are again on the run. The way back to i-maze5 is now blocked.]

i-scary ... Wait for Dunkelvolk to enter, so you can be sure he'll follow. Head through scarily carved doorway to i-head.

i-head .... Use whip with beam to swing over pressure plate. [Dunkelvolk enters, steps onto pressure plate, and giant stone head falls and crushes him. Fallen head functions as stair up to carved doorway.] Pick up Dunkelvolk's **shotgun**.

i-spikes .. Use shotgun (or any other long, sturdy inventory item) to press doorstone on door to i-trap. That way you can avoid the spikes which shoot out of the floor beneath this doorstone when it is pushed. Now you can enter i-trap.

i-trap .... When you enter this room, the entrance door begins slowly closing. Use your ~~shotgun~~ to prop the door open, before it closes and seals you in (death). Now, at your leisure, take the **artifact** from the niche on the far wall.

i-head .... Use the artifact with the carved doorway to get it to open. The doorway leads to i-vines.

i-fount2 .. Fill up piece of Stone with magical **water**.

i-vines ... Use ~~water~~ on vines growing through rock. Vines grow, loosening rock. Push out rock to open way to m-cell2.

m-cell2 ... Open Nadia's cell, which is strangely unlocked. Nadia insists on heading upstairs, where she says the Stone lies unguarded.

## 6. Endgame

m-table2 .. [Close on tower door Nadia enters.. cut to shot from floor to doorway..Indy enters, Jäger knocks out from behind..cut to close on Indy, head toward camera on

floor, Jäger bends over and takes stone..cut to close on Jäger holding stone..cut to perspective from above...Jäger walks to table, Nadia reads from scroll, stones glow and slide together.. cut to angle over table edge toward glowing writhing form..Hitlers writhing morphing form rises from table and looms darkly glowing..pull back to show Indy in foreground , Nadia to right, Jäger to the left..] Brief dialog with Hitler, to convince him that Jäger is an unworthy servant. Reverse angle with Hitler in foreground.. [Hitler kills Jäger, then tries to use Stone himself. All falls prey to the magic vortex...

tower2 .... [The tower's gone. Only you and Nadia have been spared.] Give antidote to Nadia. [She wakes up from drug, grateful and glad but unconvinced that she just participated in Hitler's resurrection. At some point, cut to...

final-cu .. [...where we see Indy and Nadia embrace. Hooray, the Nazis are foiled. They turn away to to face the sunrise...

tower2 .... [Pause for a meaningful moment, then ZOOM OUT (reverse of opening zoom, to show full scope of tower2 scene) and roll credits.]

#### NAZI TIMETABLE

1945 ..... Move into abandoned Rubber Plantation  
 1946 ..... Begin construction of Tower and collect Uranium from mine  
 1947 ..... Liberate Hitler's Ashes  
           ..... Resurrect at Solar Eclipse on 6/3/47  
 1948 ..... Complete 1st bomb for Washington D.C.  
 1949 ..... Bombs for Moscow, London, S.F. etc.  
 1950 ..... Rise of the Fourth Reich

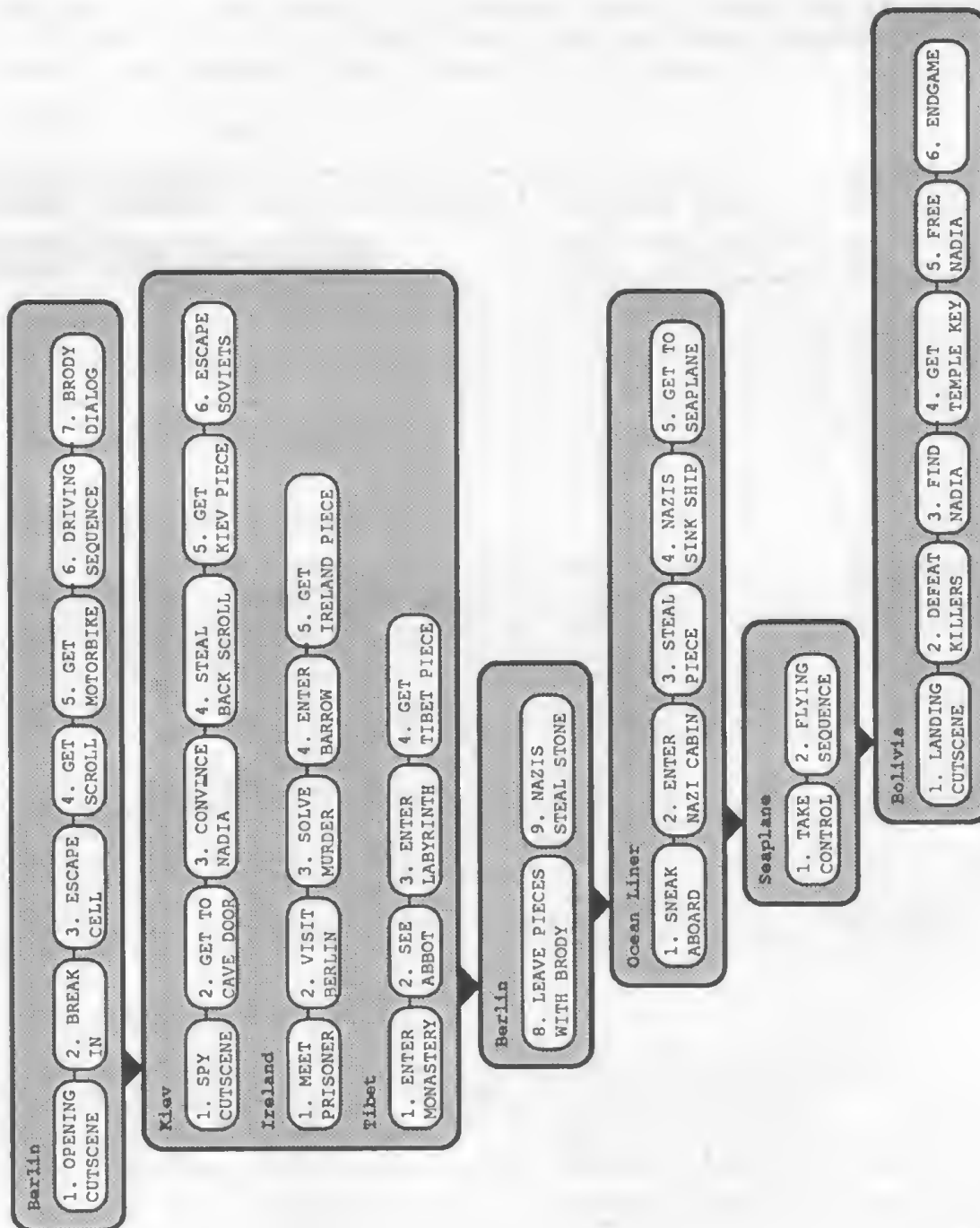
**CAVEAT DESIGNO:**

**NOT EVERYTHING BELOW THIS LINE ACCURATELY REFLECTS THE CURRENT DESIGN. I HATE TO REMOVE ANYTHING THAT COULD BE OF VALUE, SO I WILL TRY TO DESIGNATE THE AREAS THAT HAVE CHANGED!!!**

**HOMELESS PUZZLE IDEAS**

1. Secret entrance code is written on paper, held in skeleton's hand, which is suspended over pool. Water is running too fiercely to read reflection. Dam flow to create still pool, in which code may be read in reverse. Use code to open something.
2. Russian doll-style puzzle in Kiev.
3. Brody has a darkroom. Take photos or steal film somewhere which has crucial info, and get Brody to develop.
4. Stereo sound puzzles, where it's crucial to know from where the sound is coming (left or right). For example, in jungle we could use stereo to telegraph arrival of killers from certain directions. Of course, text would appear on the appropriate side of the screen for most people.
5. Croc puzzle in Bolivia. Croc eggs? River follow puzzle?
6. Need to pry stone piece out of the gold arms of the kiev abbot.
7. Need to pry the dolmen stone out of the ground?

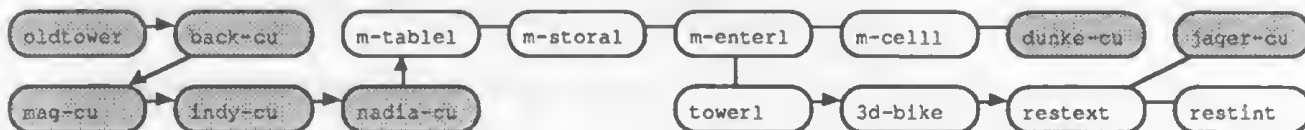
## PUZZLE FLOW



## ROOM MAPS

The current room count is 88 regular rooms (including close-ups and pseudos counted singly) and 77 pseudo rooms (counting additional pseudos), for a total of 165 rooms.

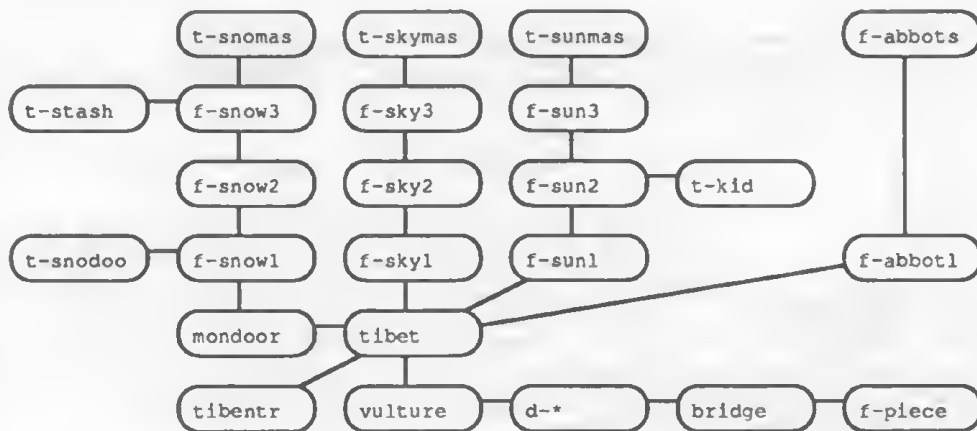
## BERLIN (15 rooms)



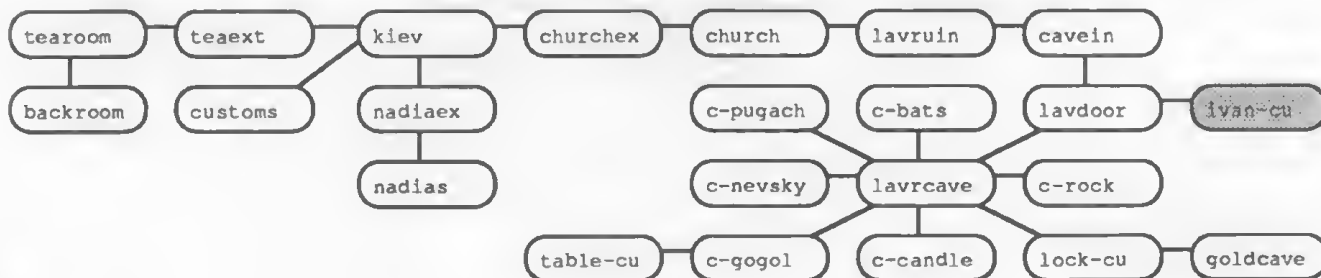
## MAPS (2 rooms)



## TIBET (8 rooms + 30 pseudo)

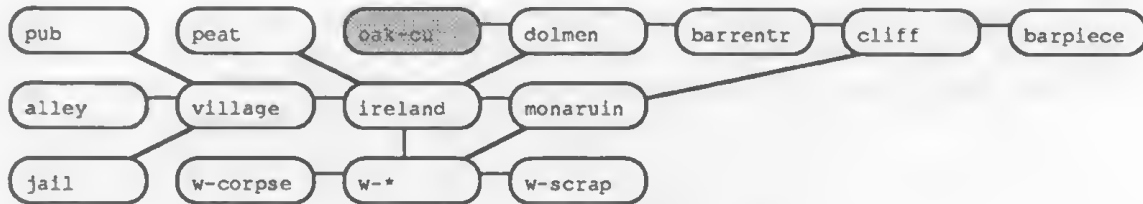


## KIEV (18 rooms + 5 pseudo)

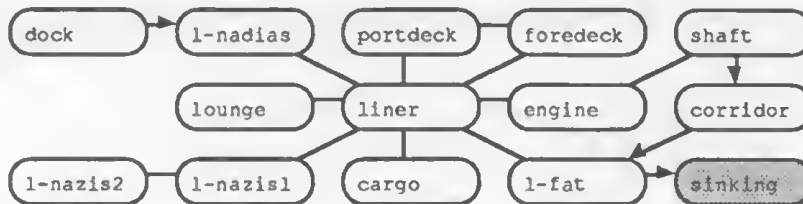




## IRELAND (13 rooms + approx. 9 pseudo)



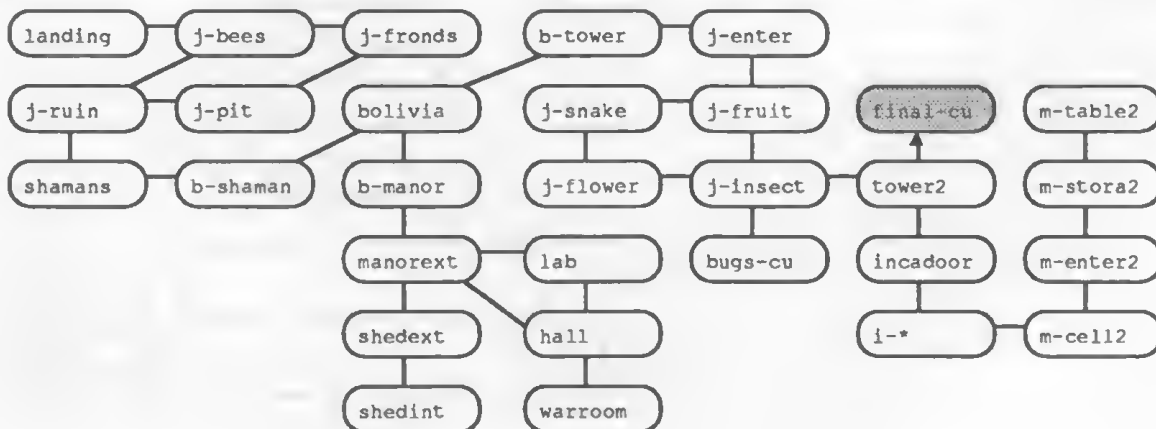
## OCEAN LINER (11 rooms + 3 pseudo)



## SEAPLANE (4 rooms)

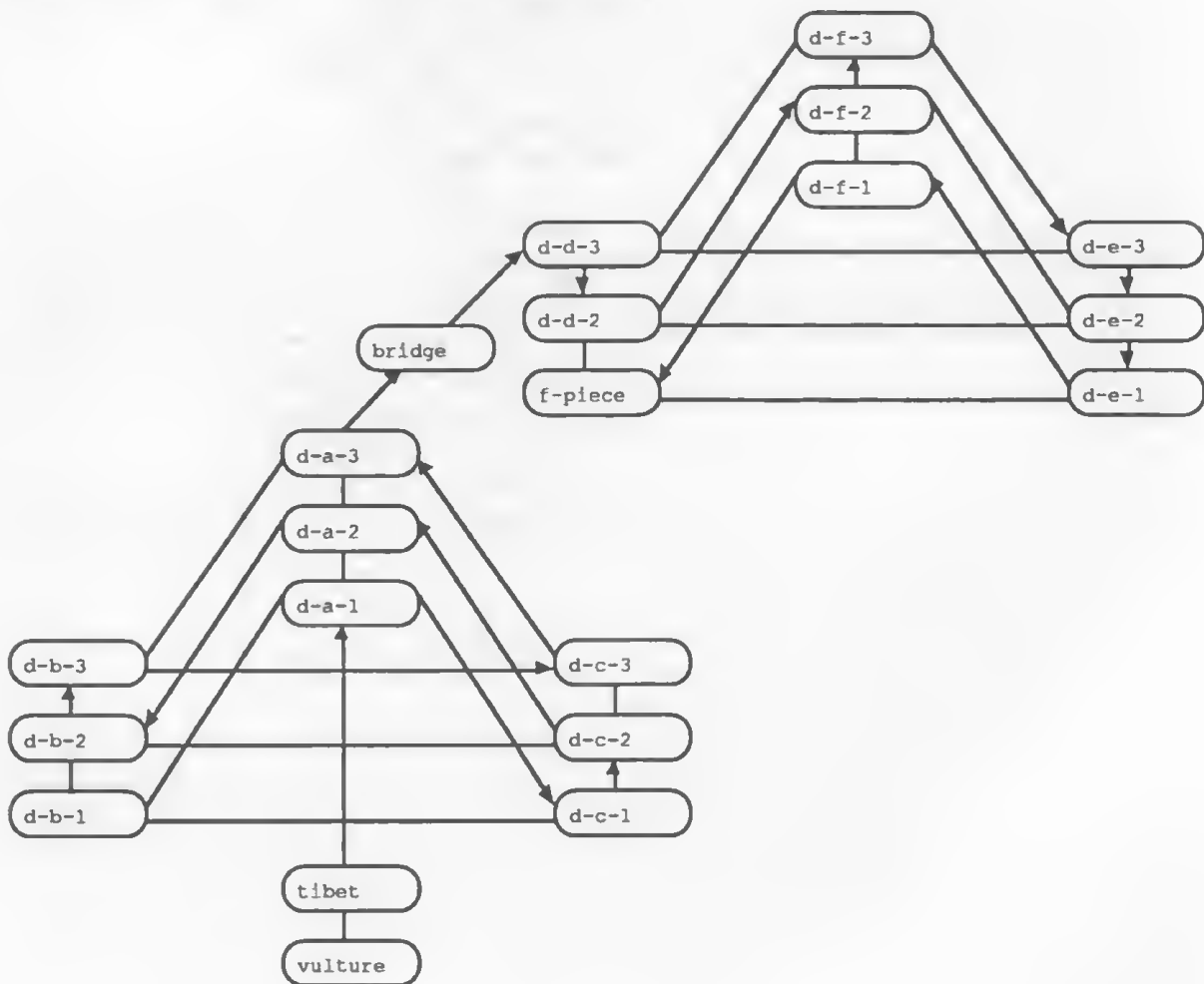


## BOLIVIA (17 rooms + approx. 30 pseudo)

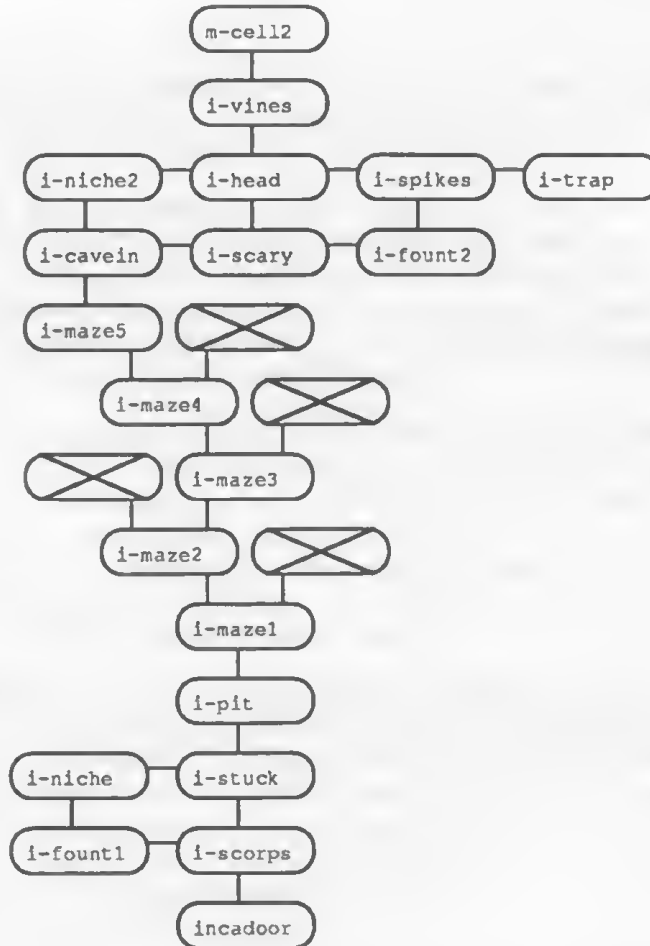


## DYING MONK LABYRINTH PSEUDOROOM LAYOUT

There are six Moon Towers, two groups of three towers each, inhabited by the mysterious dying monks. The towers are full of trap doors. Each floor in each tower generally has three exits: two door exits leading to bridges to other towers, and one stairway exit leading up and/or down to other floors. In the layout below, the player begins at vulture (after using the yak meat to open the way) and ends at f-piece, where the piece of the Stone may be found. The arrows on the connecting lines illustrate the only safe path through the labyrinth. Attempting to use any incorrect exit will result in death for the player. Players must use the trap detector (see puzzle detail, above) to avoid a lengthy ordeal of trial-and-error.



## INCA LABYRINTH PSEUDOROOM LAYOUT



## GAME PLAY

### LOOK AND FEEL

Beyond the traditional puzzling, using an elegant, iconic interface, we're striving for a unique look, exceptionally dramatic animation, and high-end action play.

Characters will be BIG (84 pixels high) and comic-booky (large blocks of color, just two shadow colors for each color area, but not outlined or cartoonish like the DOTT characters). This gets us more expressive characters that are actually easier to create and animate than highly rendered, rotoscoped-looking characters. This look also scales exceptionally well.

Backgrounds will emphasize heavy shadows and near-exaggerated forms, to create drama while avoiding cartooniness. Animations will be similarly dramatic, and oriented toward expressive motion rather than pixel rendering. At certain points in the game, when danger is imminent, Indy will run between screen locations instead of walking. Players should feel in control of a real, active character instead of a pedestrian puppet.

Whenever possible, detailed animation sequences will be nuked in favor of brief, close-up cuts with simply rendered but dramatic animations. For example, rather than showing William Tell shoot the apple off his son's head with detailed, miniature motion, we'd show him drawing the arrow, cut to a close-up of the arrow parting the apple, and then return to the long shot. With carefully preplanned use of simply rendered closeups, we'll get higher drama without increasing animation time.

Each section of the game will have a graphical as well as a game-play theme. KIEV is cold, beaurocratic and snow will be falling in the outside scenes. Each exterior in IRELAND will change from dawn to dusk during the game time. Indy should arrive in the morning, solve the puzzles during the day, and arrive at the dolmen at twilight for the rituals. After liberating the stone piece, the exteriors will return to dawn colors. TIBET, while cold should have a friendliness about it. The street merchants are friendly, and their arts colorful. The AMAZON should be alive with all forms of creatures, both crawling and flying. Indy should hint to the many scents he is surrounded by as well.

### NORMAL INTERFACE

Resembling the Sam and Max (BST) interface; purely iconic, no text or sentence line, icons attach to cursor, full screen graphics. Verb icons include look (eye), talk (mouth), and use (hand). The

verb icons and the currently selected inventory icon can be cycled by right-clicking. Normally, the inventory will be "docked" in an icon at the lower left corner of the screen. Clicking on that icon brings up a full inventory and verb selection screen.

The normal interface:

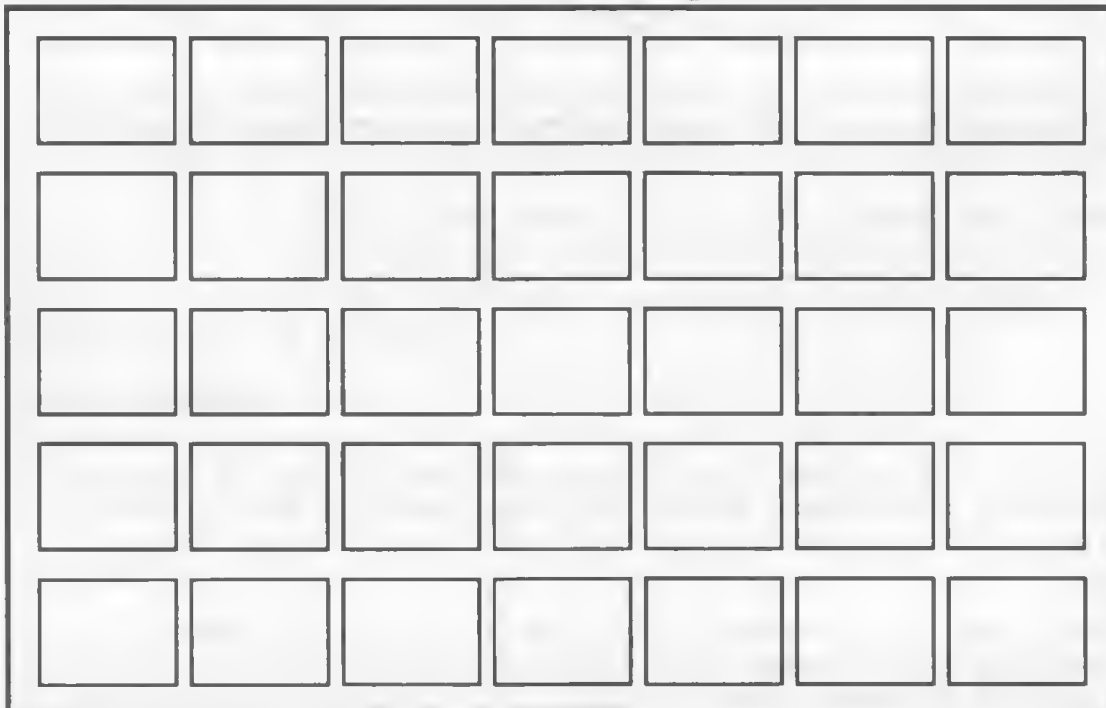


docked inventory icon

The inventory/verb selection screen:

verb icons

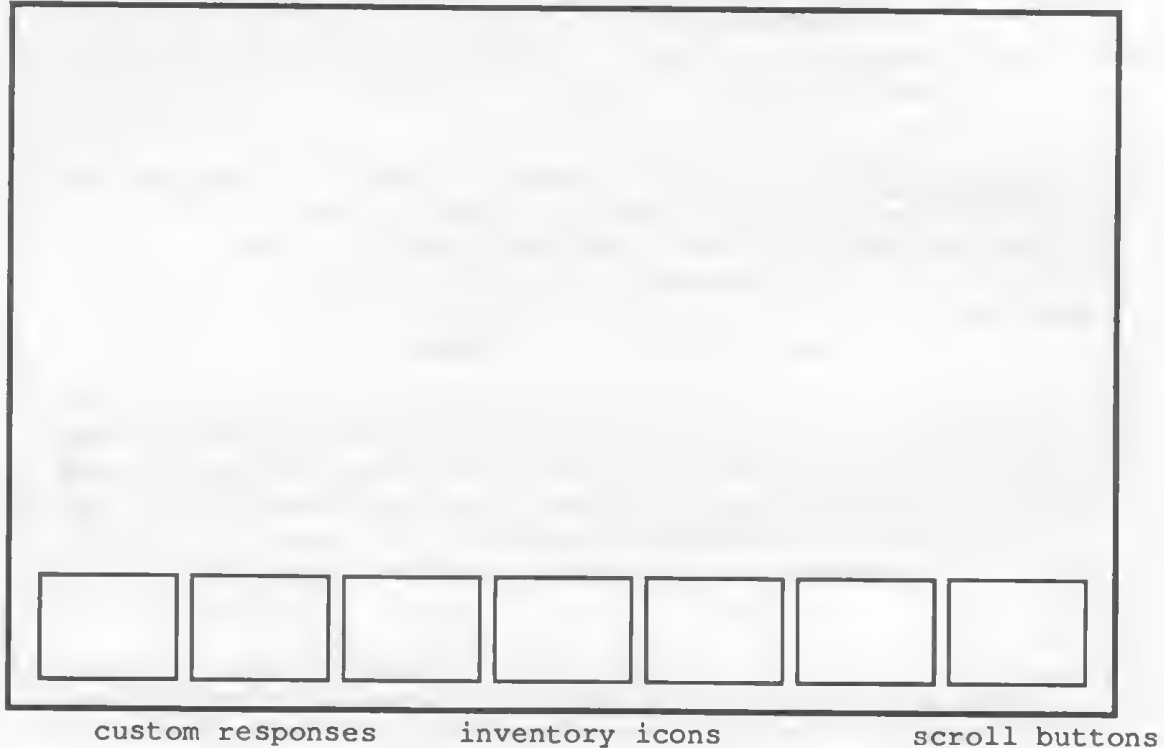
inventory icons



### inventory icons

When the player attempts to talk to a character, the initial subject of the dialog depends on the player's choice of an idea or inventory icon, rather than the choice of a text line. This makes dialogs more puzzley. (Yikes -- I'm not sure their dialog system is appropriate for us. Must be determined ???)

Tentative dialog interface:



All commands should be mouse accessible -- the player need never touch the keyboard. This can be implemented by putting a game options icon in either the inventory selection screen or the normal interface. Clicking on the icon would call up a game options selection screen.

### ACTION SEQUENCES

Three types of action play are planned for Indy 5: Fighting, first-person motion simulation, and Dragon's Lair-type sequences.

#### 1. Fighting

As implemented in Indy4. There's a problem here: There are hardly any opportunities to fight delineated in the document. This must be remedied. ??? Ideally, where beating up a

character helps you solve a puzzle, a non-violent solution should also exist, for the action-hating adventurers out there.

## 2. First-person sequences.

Two first-person sequences are planned. The first takes place just after the initial puzzle group, in order to Wow players early on. The player pilots a motorbike through the war-torn streets of Soviet Berlin, avoiding oncoming traffic and Soviet security forces, and blazing through checkpoints. Interactivity is tentatively limited to the player's horizontal position and to choosing corners to turn on (speed is constant).

The second first-person sequence takes place approximately two-thirds of the way through the game, as the player approaches Bolivia. Here the player pilots a JU52 seaplane through the treacherous mountain peaks of the Andes. Interactivity is tentatively limited to choosing what direction to head when faced with a set of approaching mountain peaks.

The interface for these sequences will depend on the engine used to build them (see Technology, below). In any case, the mouse should be sufficient for player control. (For example, in the motorbike sequence, horizontal mouse movement could simulate a change of the bike's x-position, while left- or right-clicking could signal a turn at an upcoming intersection.)

## 3. Dragon's Lair sequences.

Four Dragon's Lair/Space Ace-style sequences are planned. These will use the normal interface, but with limited interactivity. Just as in the games mentioned, players find themselves caught in dangerous situations, where they must choose the correct action(s) to survive. For example, the player might be pinned down by gunfire, with enemies breaking down a nearby door. The player must either dive through a sewer opening or kick down a stack of crates to survive; any other action means certain death. Dramatic, canned animations result from any action: if you click on the sewer opening, which would normally make your character walk to it, you instead crouch, leap, and drop down; if you click on the door, you rise in a crouch, make for the door, and get cut down by gunfire. Three or four such situations must be dealt with in succession, simulating the action-packed sequences of the Indy movies.

## SOUND AND MUSIC



Each major area (Berlin, Kiev, Tibet, Ireland, the Limer, and Bolivia) will have a distinctive ambient theme. Traditional music for the areas should be exploited as much as possible; for example, gongs and chanting should figure in the Tibetan monastery ambience.

Many, many minor sound effects will be digitized. Everything from the crack of Indy's whip to the forced growth of the Druid oak will be accompanied by a groovy, realistic digitized effect. The initial sequences in Berlin will be especially laden with striking effects.

Much greater emphasis should be placed on plugging in cool sound effects than on developing subtle interactive effects with the musical score.

## TECHNOLOGY

### PLATFORM

The minimum required system for running the initial release of Indy 5 will be a 386 w/2 megs and a floppy drive. A CD drive will of course be required to run the talkie version, which ideally would release simultaneously with the floppy version.

### NEW FEATURES

Some of the features designed into Indy 5 will require extensions to the development system, including:

#### 1. First-Person Action Sequences.

Two first-person sequences are planned. In the first, the player pilots a motorbike through the war-torn streets of Soviet Berlin, avoiding oncoming traffic and Soviet security forces, and blazing through checkpoints. In the second, the player pilots a JU52 seaplane through the treacherous mountain peaks of the Andes. (See Interfaces, above, for more detail.)

Two tentative technical paths present themselves: 1) We can use a version of Vince's engine to produce gorgeous sequences of limited interactivity. The price of this is rendering time and disk space. We can reasonably expect to burn up two disks in order to store two credible sequences. 2) Or, we can develop new technology, perhaps based on simple, texture-mapped surfaces in the mold of Wolfenstein 3D, to achieve a powerful experience with less onerous disk space requirements. The price of this is the staff time required to develop the engine.

This cost could be mitigated by designing an engine for use in multiple projects.

Regardless of our technical strategy, it's important that we reproduce the quality and intensity of play found in simulators. This will blow away players, provide a bullet-point for the box, and reflect our commitment to cutting-edge technology and play value.

## 2. Bold New Fades.

Killer fades (scene transitions) will provide frequent flash and a sense of superior production values at relatively low cost. Cinematic fades are especially appropriate for Indy. Currently contemplated fades include: 1) Zoom fade. The scene rapidly scales up or down as it fades out. The zoom is brief, to avoid radical pixelation of the room art (we don't want the SNES effect). This fade creates a sense of movement, so that players feel they are really moving in from the overhead map or through the open door into the next area. 2) Pixel iris fade. The scene irises in or out on a circular pixel boundary with a variable center point. The outer edge of the iris is softened with a slight blur. The variable center point allows us to emphasize a certain element in the scene, by making it the focus of the iris. 3) Pixel wipe fades. The scene is wiped away along a cool looking pixel boundary, such as a lightning jag which travels horizontally across the screen.

The pixel fades should allow for both fading to black and fading directly to the next room's art, for killer transitions between rooms with common palettes.

## 3. 6-Directional Walks.

A 6-directional walk provides the more realistic look of 8-directional walks without requiring more animation time than a 4-directional walk. This technique was successfully used in Darkseed (though the animated art itself wasn't very lively). The 6-direction walk requires a sidewalk, a 20° diagonal frontwalk, and a 20° diagonal backwalk. X-flipping each of these animations provides for 6-directional motion.

## 4. Multi-direction scrolling rooms.

Indy 5 currently includes eight-way scrolling rooms, including overhead maps. The maps consist of up to four screens of graphics in various arrangements (i.e. two by two, L shaped, etc.). The maps should be thick with ambient animations, digitized sound effects, and interactive music. Some parts of

the map won't be accessible (and will not even be visible on-screen) until certain puzzles are solved.